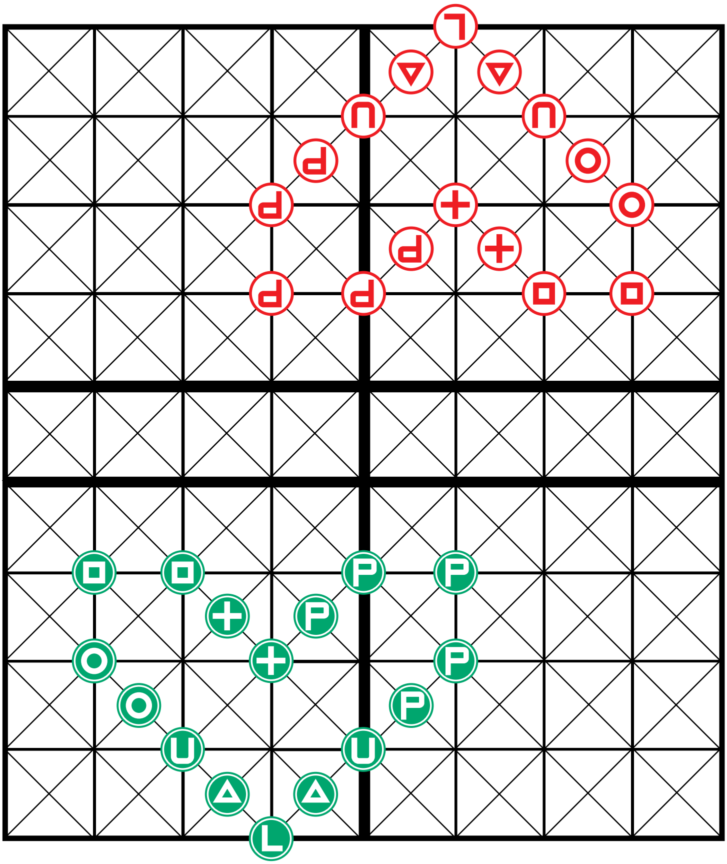
大宇宙棋金典
GREAT COSMIC CHESS GOLDEN BOOK

馮配明（宇民）博士著
BY YEMEN FUNG PUI MING
PhD. MIL. BA. HONS. (LONDON)



DIRECT-INDIRECT GAME • Heart-Shaped Game

正奇局，心形局

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馮配明（宇民）博士著



BY YEMEN FUNG PUI MING
PhD. MIL. BA. HONS. (LONDON)

大 宇 宙 棋 總 會 出 版

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大宇宙棋序

世事如棋，人生亦然，優勝劣敗，適者生存。

弈棋是世界上最流行，最多人參與，引人入勝之遊戲，是一種最高尚之智慧娛樂，最優雅嗜好及最節儉之消遣，更是人類一種最高貴之發明！人生不習棋藝有如一生不聽音樂或不看書畫。弈棋亦是一種專門藝術，可視為藝術、運動、科學三合一之結晶；可啟發心智，陶冶德性，矯正惡習，消解憂煩，具進取競存之理，經國用兵之道，更能培養積極上進之人生觀，公平競爭之概念；推而廣之，將能以對弈化解武鬥，讓棋盤取代戰場，化干戈為娛樂，轉禍為福，裨益世界，造福人類。弈棋寓教育於娛樂，利益大眾，實間接上優良教具，歐美各國，多列為學校課程，極力提倡。

大宇宙棋（簡稱宇棋、宙棋或民棋）是作者經多年研究發明，把中國象棋、西洋象棋、圍棋、跳棋、現代戰爭棋……兵學、方略、戰術、遣將調兵、列陣佈局……等融會貫通，加上嶄新創意，成為極具娛樂性、教育性、挑戰性、鬥智、訓腦、練目、啟發思考力、警醒目力、裨益身心、男女老中少皆宜之技藝用具。弈者須腦顧全局，目觀八方，運動腦目臂指，積極進取以求勝；如每週弈三數局，持之以恆，必能達到練腦目臂指以強身心，娛樂人生，延年益壽之目的。若人多喜弈，蔚然成風，將趨致消除禍端於未萌，裨益世人於無形。

大宇宙棋分三階段：

⑴　單弈法（正或奇弈法），

⑵　複弈法（正加奇弈法）及

⑶　九陣（佈陣）弈法；

另有多變弈法，局數多變無窮，弈者可隨意自選，由淺入深，漸進佳境。

孫子兵法有云：將者智信仁勇嚴；弈大宇宙棋亦如將兵調軍，學習為將之道，故大宇宙棋要求鍛練弈者做到智信仁勇嚴五大美德，獲致康樂敏福壽五大嘉祉。

讀者有興趣可買一副大宇宙棋，或繪棋子圖樣於小圓物（如瓶蓋、栓、鈕釦、硬幣……）上，再畫一棋盤，與親友對弈，切磋娛樂，必得益良多。

作者智力有限，錯漏難免，尚望高明，不吝賜教。

Preface

World affairs and human lives are like chess: the superior surpass the inferior; the fittest survive.

Chess is the world's most popular and most widely played intriguing game, one of the most dignified intellectual recreations, one most admirable hobby, one cheapest amusement and one nobbest invention of mankind. To live without having learnt chess is like to live without ever having heard music or without ever having seen painting and calligraphy. Chess is a kind of technical art too and is regarded as a trinity of art, athletics and science. It enlightens the mind and intellect, fosters virtues, rectifies bad habbits and dissipates sorrows. It connotes the concept of evolutional struggle for existence and ways of governing countries and conducting armed forces. Moreover, it can nourish the notion of the positive spirit of endeavouring to succeed and the conception of fair competition. Furthering these will lead to transmuting armed combat into chess-playing and replacing battlefield with chessboard. Transmuting conflict into recreation and misfortune into felicity, it greatly benefits mankind. Effecting education by recreation to benefit the general public, it is thus an excellent indirect educational tool. Many European and American countries prescribe it a curriculum in schools to advocate it with the utmost effort.

Great Cosmic Chess (or Great Civil Chess), abbreviated to G.C.Chess is invented by the author after many years' research, blending Chinese Chess, Western chess, Wei-chi Chess (Go Chess), Checkers, Modern War Chess......warfare, strategy, tactics, dispatching generals, moving troops,

planning arrays and games......, adding newly-created ideas, making it become an extremely recreational, educational, challenging, intellectual, brain-disciplining, eye-training, thought-enlightening, eyesight-alerting, mind-body-benefitting tool of technical art, befitting young, old or middle-aged males or females to play. Players have to use their brains to think over the whole situation and their eyes to look to all the 8 directions, excercising their brains, eyes, arms and fingers to forward positively in order to win the game. If constantly keep playing several games a week, players, by exercising their brains, eyes, arms and fingers, will vivify their minds and bodies and recreate and prolong their lives. Should the general public be fond of playing Great Cosmic Chess so as to make it prevail, it will work to erase misfortune before its formation and benefit mankind without signs.

Great Cosmic Chess is divided into 3 stages:

(1). Simple (Direct or Indirect) Playing Mode.

(2). Compound (Direct plus Indirect) Playing Mode and

(3). 9-Arrays Playing Mode.

There are numerous extra varied games too. Players may choose any of these freely, going gradually from simple to profound ones to enjoy the amusement.

Sun Tzu's The Art of War emphasizes that a commander stands for the virtues of wisdom, sincerity, humanity, courage and strictness. Playing G.C.Chess is likened to commanders conducting military operations and players learning to act as generals. Thus, Great Cosmic Chess demands players to be trained to have the 5 great virtues of **WISDOM**, **SINCERITY**, **HUMANITY**, **COURAGE AND STRICTNESS** and to attain the 5 great

blessings of **HEALTHINESS**, **HAPPINESS**, **APTNESS**, **FELICITY AND LONGEVITY**.

Interested readers may buy a set of Great Cosmic Chess or draw chess piece patterns on small cylindrical objects (e.g. cork, plastic or rubber stoppers, buttons, coins,......), draw a chessboard and play with friends for recreation or research, and will be greatly benefitted.

As the author's knowledge and intellect are limited, errors and omissions are inevitable, your intructions and corrections are greatly appreciated.

YEMEN FUNG PUI MING's Idiom:
Playing Great Cosmic Chess rears Wisdom, Sincerity, Humanity, Courage and Strictness. Training mind-body attains healthiness, Happiness, Aptness, Felicity and Longevity.

馮宇民（配明）寓言：　弈宙棋養成智信仁勇嚴；
練心身獲致康樂敏福壽。

讀者、弈者有任何高見、巧妙棋局、佈陣法、弈法……請電或傳真(852) 2507 2275 賜教，不勝感盼。

If readers or players have any instructions or advice about Great Cosmic Chess, please telephone or fax to (852) 2507 2275.

目 錄 Contents

頁碼 Page No.

1.	大宇宙棋簡介 Introduction to Great Cosmic Chess	7
2.	單弈法（大宇宙棋第一階段） Simple Playing Modes (First Stage of Great Cosmic Chess)	12
3.	複弈法（大宇宙棋第二階段） Compound Playing Modes (Second Stage)	23
4.	佈（九）陣弈法（大宇宙棋第三階段） 9 Arrays Playing Modes (Third Stage)	47
5.	大宇宙棋 136 局 136 Games of Great Cosmic Chess	64
6.	公平全局，公平餘局 Fair Whole Games. Fair Partial Games	205
7.	不平全局，不平餘局 Unfair Whole Games. Unfair Partial Games	210
8.	攻守及末局提示 Hints about Attack, Defence and Endgames	214
9.	多變弈法 Varied Playing Modes	224

頁碼 Page No.

10. 弈大宇宙棋十大原則
10 Principles of Playing Great Cosmic Chess 230

11. 大宇宙棋勝者十品級
10 Ranks of Great Cosmic Chess Victors 232

12. 大宇宙棋總會會章
Rules of Great Cosmic Chess Union Headquarters 233

13. 大宇宙棋比賽規則
Great Cosmic Chess Match Rules 240

14. 結語
Epilogue 243

15. 附錄
Appendixes 245

- **I.** 大宇宙棋對聯／辭詞
  Parallel Sentences / Phrases about Great Cosmic Chess
- **II.** 符號／簡寫表
  List of Symbols / Abbreviations
- **III.** 弈法速記／備忘
  Quick Reminder of Playing Rules
- **IV.** 對弈速記表
  Shorthand Table for Playing Great Cosmic Chess

1. 大宇宙棋簡介
Introduction to Great Cosmic Chess

大宇宙棋，簡稱宇棋、宙棋或民棋，有**十大特點**：

Great Cosmic Chess or called Great Civil Chess, abbreviated to G.C.Chess, has **10 characteristics**:

1. 有孫子兵法為將之道，奇正相生，迂直之計……等兵法要義，為其他棋類所無。

It differs from other chesses in that it contains the basic ideas of Sun Tzu's The Art of War, like Commanders' 5 Virtues, interchangeable Indirect and Direct tactics, the Artifice of Deviation......etc.

2. 棋盤由 9 縱線， 10 橫線加 32 斜線構成。

The chessboard is made up of 9 vertical lines, 10 horizontal lines plus 32 diagonals.

3. 棋子可行 90 位（正點）加 72 格（奇點），即共 162 點（正點加奇點）（中國象棋棋子只行 90 位，西洋象棋只行 64 格）。

Chess pieces may move to 90 posts (direct points) plus 72 squares (indirect points), i.e. a total of 162 points.

(Chinese chess pieces move to 90 posts only. Western chess pieces move to 64 squares only.)

4. 任何棋子可行至 162 點中任何一點。

Any chess piece may move to any one of the 162 points.

5. 對弈起始時，棋子排列法，數以千計 (本書舉出 136 範例，包括封面及封底之基本局），大增弈者之興趣及選擇，（中國或西洋象棋起始時只有一種排法）。

There are numerous ways of arranging chess pieces to begin playing (this book gives 136 standard examples including the basic games as the front and back cover games), thus greatly increasing the interests and choices of players (Chinese or Western chess has only 1 way of arrangement to begin.)

6. 有佈 9 陣弈法，為其他棋類所無。

It differs from other chesses in that it has the 9 Arrays Playing Mode.

7. 分 3 階段：(1) 單弈法，(2) 複弈法，(3) 佈陣弈法。

There are 3 stages: (1) Simple Playing mode, (2) Compound Playing Mode, (3) Arrays Playing Mode.

8. 有 5 種基本弈法，另有多種其他弈法，大增弈者之興趣、選擇及棋藝（中國或西洋象棋只有一種基本弈法）。

There are 5 Basic Playing Modes and many other playing modes to increase greatly the interests, choices and art of players. (Chinese or Western chess has only 1 basic playing mode).

9. 分十品級，棋手可逐步升級至最高品級。

There are 10 ranks for players to progress to be promoted to the highest rank.

10. 棋子用符號，因此，不同國籍、言語、文字之人士，均可對弈。

Chess pieces are in symbols. Thus, people of different countries and languages may play with each other.

5 種基本弈法　5 Basic Playing Modes

孫子兵法有云：凡戰者以**正**合，以**奇**勝…戰勢不過奇正，奇正之變不可勝窮…奇正相生，如循環之無端…，故大宇宙棋有以下 5 種基本弈法：

Sun Tzu's The Art of War states: Use **Direct** tactics to join battle and **Indirect** tactics to secure victory......There are no more than 2 methods to attack--Direct and Indirect, yet the 2 variables give rise to endless manoeuvres......The 2 are interchangeably creative, like moving in a circle without ending. Thus, Great Cosmic Chess has the following 5 basic Playing Modes:

1. 正弈法　Direct Playing Mode (D•PM)
2. 奇弈法　Indirect Playing Mode (I•PM)
3. 奇正合弈法　Direct-Indirect Joint Playing Mode (DIJ•PM)
4. 奇正線弈法　Direct-Indirect Line Playing Mode (DIL•PM)
5. 奇正休弈法　Direct-Indirect Rest Playing Mode (DIR•PM)

宙棋分 3 階段

GC Chess is divided into 3 stages

1. 單弈法：　正弈法，奇弈法

   Simple Playing Mode: D•PM, I•PM
2. 複弈法（奇正弈法）：　奇正合弈法，奇正線弈法，奇正休弈法

   Compound (Direct-Indirect) Playing Mode:

   DIJ•PM,　DIL•PM,　DIR•PM
3. 佈（九）陣弈法

   Arrays Playing Mode

弈者由淺入深，至第 3 階段有下列 **5 種選擇**：

Players, going from the simple to profound, when reaching the 3rd stage, have the following **5 choices:**

1. 佈陣正弈法　Array Direct Playing Mode, AD•PM
2. 佈陣奇弈法　Array Indirect Playing Mode, AI•PM
3. 佈陣奇正合弈法　Array Direct-Indirect Joint Playing Mode, ADIJ•PM
4. 佈陣奇正線弈法　Array Direct-Indirect Line Playing Mode, ADIL•PM
5. 佈陣奇正休弈法　Array Direct-Indirect Rest Playing Mode, ADIR•PM

棋盤詳述

Details of Chessboard

1. 由左至右，棋盤有 9 縱線： 0,1,2,3,4,5,6,7,8.

   From left to right, there are 9 files (vertical lines) : 0,1,2,3,4,5,6,7,8.
2. 由下至上，棋盤有 10 橫線： 0,1,2,3,4,5,6,7,8,9.

   From bottom to top, there are 10 rows (horizontal lines) : 0,1,2,3,4,5,6,7,8,9.

3. 縱橫線 (稱正線) 相交成 9x10=90 點，稱**正點或位**。

Files and rows (called Direct lines) intersect to form 9x10=90 points called **Direct points (Dp) or posts.**

例 e.g. 36: 是左至右看 3 ，下至上看 6 之交點（位）。（如曲線圖坐標 xy 之看法）

means left to right 3, bottom to top 6, intersection point (post), (like x,y coordinates in graphs).

00: 左下角之位 bottom left corner post

89: 右上角之位 top right corner post

4. 縱橫線相交成 8x9=72 格

Files and rows intersect to form 8x9=72 squares (sq).

5. 每格有 1 中心點，稱奇點，由 2 斜線（稱奇線）相交而成，奇點可代表格，格亦可代表**奇點**。

Each square contains a central point called **Indirect point (Ip)** formed by intersection of diagonals (called Indirect lines). Ip & Sq are the same.

例 e.g. 3•6: 左向右看第 3 ，下向上看第 6 之格或奇點。

means left to right 3rd, bottom to top 6th sq (Ip).

1•1: 左下角之格 bottom left corner sq

8•9: 右上角之格 top right corner sq

6. 沿斜線：奇點正點相間，棋子行 3 位（正點），實已行 3 奇點加 3 正點。 沿縱橫線：只有正點，無奇點。

Along diagonals: Ip (sq) alternate with Dp (post); if a piece moves 3 posts, it moves 3 Ip plus 3 Dp.

Along files / rows: only Dp, no Ip.

7. 正弈法只用棋盤上 90 正點，奇弈法只用 72 奇點

奇正（合、線或休）弈法用盡 90 正點加 72 奇點即共 162 點

D•PM : only 90 Dp used

I•PM : only 72 Ip used

DI(J/L/R)•PM : all 90 Dp and 72 Ip, i.e. total : 162 points used.

起始時排棋法　Pieces Arrangements When Start

1. 正局：　棋子全在正點
2. 奇局：　棋子全在奇點
3. 正奇局：大半棋子在正點
4. 奇正局：大半棋子在奇點
5. 半正奇局：正奇點各半

1. Direct Game: all pieces in Dp
2. Indirect Game: all pieces in Ip
3. D•I Game: more than 1/2 in Dp
4. I•D Game: more than 1/2 in Ip
5. Half D•I Game: 1/2 in Dp, 1/2 in Ip

弈法與局　Playing Modes and Games

1. 正弈法用正局

   Direct Playing Mode: Direct Game used.

2. 奇弈法用奇局

   Indirect Playing Mode: Indirect Game used.

3. 其他弈法用任何局

   Other Playing Mode: Any Game used.

4. 如**各黑紅棋相對應地斜行 1 點**（不須全同方向，不同棋類可不同方向），正局變奇局，奇變正，正奇變奇正，奇正變正奇。

   If all Back & red pieces correspondingly move 1 point diagonally (different types of pieces may move in different directions), Direct game (DG) changes to Indirect game (IG), D•IG to I•DG and vice versa.

   例 e.g.　(1)　黑棋 Black piece: 22→3•3,　紅棋 Red piece: 67→6•7;
   　　　　(2)　黑棋 Black piece: 8•4→73,　紅棋 Red piece: 1•6→16;
   　　　　(3)　............　(4)　............　(5)　............

5. 如**只部份**棋子相對應地斜行 1 點，正局或奇局可變正奇局，奇正局或半正奇局；正奇局或半正奇局可變任何一種局。

   If **only part** of the pieces correspondingly move 1 point diagonally, DG or IG changes to D•IG, I•DG or Half D•IG; D•IG, I•DG or Half D•IG may change to any type of games.

6. 只縱或橫行，各種局保持不變。

   Moving only horizontally or vertically will not change the type of games.

2. 單弈法（大宇宙棋第一階段）
Simple Playing modes (1st Stage of GC Chess)

1. 二人對弈。

2 players.

2. 南國（南方／南區）用黑（或藍／綠）色棋子，先行。

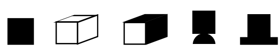
South state, side or region (S) uses Black / Blue (B) or Green (G) chesspieces to move first.

3. 北國（北方／北區）用紅色棋子，後行。

North state, side or region (N) uses Red (R) chesspieces to move next.

4. 棋子分 7 類（主帥官兵用元計），每人 16 只，二人共 32 只。

There are 7 types of chesspieces. 2 players have a total of 32 pieces (16 pieces each).

數目 No.	棋 類 (中文)	Type (English)	符 號 Symbols	物體 ／ 圖像 Solid figures/pictures
1	主(主)	Leader	L L Ⓛ Ⓛ	 或 or  星 Star
2	帥(帥) 或 將(將)	Marshal Admiral or Commander	A △ ◬ ◬	
2	官(官) 或 仕(仕)	Bishop	B □ ▣ ▣	
5	兵(兵)	Pawn	P P Ⓟ Ⓟ	
2	用(用)	Utility	U ∩ Ⓤ Ⓤ	
2	元(元)	Dollar	O ○ ◎ ◎	
2	計(計)	Tactics	T ＋ ⊕ ⊕	

解 釋 Explanation :

(1). 星（✱）高上，在天空，代表主“Ⓛ”。

Star (✱), high in the sky, stands for Leader “Ⓛ”.

(2). 用“Ⓤ”是有用之物，包括全部武器。

Utility “Ⓤ” means useful things including all arms / weapons.

(3). 元是銀元、金錢；符號“◎”，代表金幣、硬幣。

Dollar means money. Symbol “◎”, stands for (gold) coins.

棋子行法 Moving Rules

棋子 Pieces	橫、縱或斜行 Horizontal, Vertical or Diagonal Move	正弈法：只在及只行正點 **Direct** Playing Mode: only along or in posts	奇弈法：只在及只行奇點 **Indirect** Playing Mode: only along or in squares
Ⓛ		1 位（正點） 1 post (Direct Point, Dp)	1 格（奇點） 1 sq (Indirect Point, Ip)
Ⓐ / ◎	◎ 兼可跳越1子前行 ◎ may also jump over 1 piece to go on	1 至無限位 1 to unlimited Dp	1 至無限格 1 to unlimited Ip
▣		1-2 位, Dp	1-2 格, Ip

Ⓟ

(1) 己區或邊區 ： 直進 1 位／格，不退、不橫行、不斜行。

Own side or border : up 1 Dp / Ip, no horizontal, diagonal or backward move.

(2) 敵區 ： 與“Ⓛ”相同，但不得退回己區或邊區。

Foe side : same as Ⓛ but cannot return to own side or border.

(3) 至敵底線／格，升級為官“▣”。

Promoted to Bishop “▣” if reaches foe bottom Dp/Ip.

Ⓤ (1) 縱或橫行 1 至無限位／格；或

Vertically or horizontally 1 to unlimited number of Dp / Ip; or

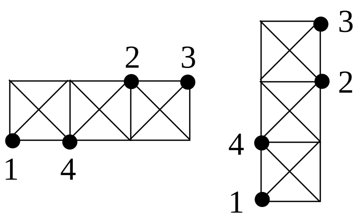
(2) 斜 1 位／格加縱或橫行 0 至無限位／格。

Diagonally 1 Dp / Ip plus horizontally or vertically 0 to unlimited Dp / Ip.

⊕ 行日或目對角位／格 Across 日／目 opposite corner Dp / Ip

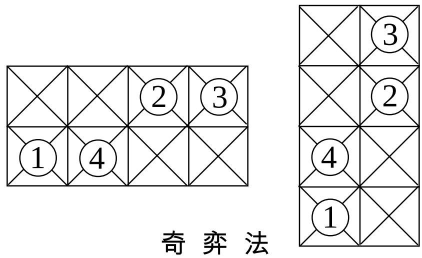
由 1 向 2 或 3 行，如 4 無棋子 From 1 to 2 or 3 if no piece in 4

由 2 或 3 向 1 行，雖 4 有棋子 From 2 or 3 to 1 even a piece in 4



正 弈 法

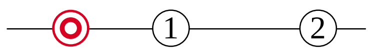
Direct Playing Mode



奇 弈 法

Indirect Playing Mode

1. 如無其他棋子阻擋，棋子可吃（除）去可到達點之敵子而佔據該點，但元 ◎，只能隔 1 子 ① 吃去敵子 ②



If not blocked by other piece(s), a piece may capture (remove) a foe piece in a point within its reach and occupy that point, but Dollar , “ ◎ ”, can only capture foe piece ② only when blocked by a piece ①, i.e. jump over 1 piece to capture foe piece.

2. **任何棋子可入敵區。** Any piece may enter foe side.

3. 輪流行 1 次，吃去敵主為勝，吃前 1 次，須警告（手指敵“ Ⓛ ”）。

Alternately move a piece once. Capture (Checkmate) foe Leader, “ Ⓛ ”, to win. Once before this, give warning (by appointing at it).

4. 欠行作負。 No way to move any piece (i.e. immobilised) means defeat.

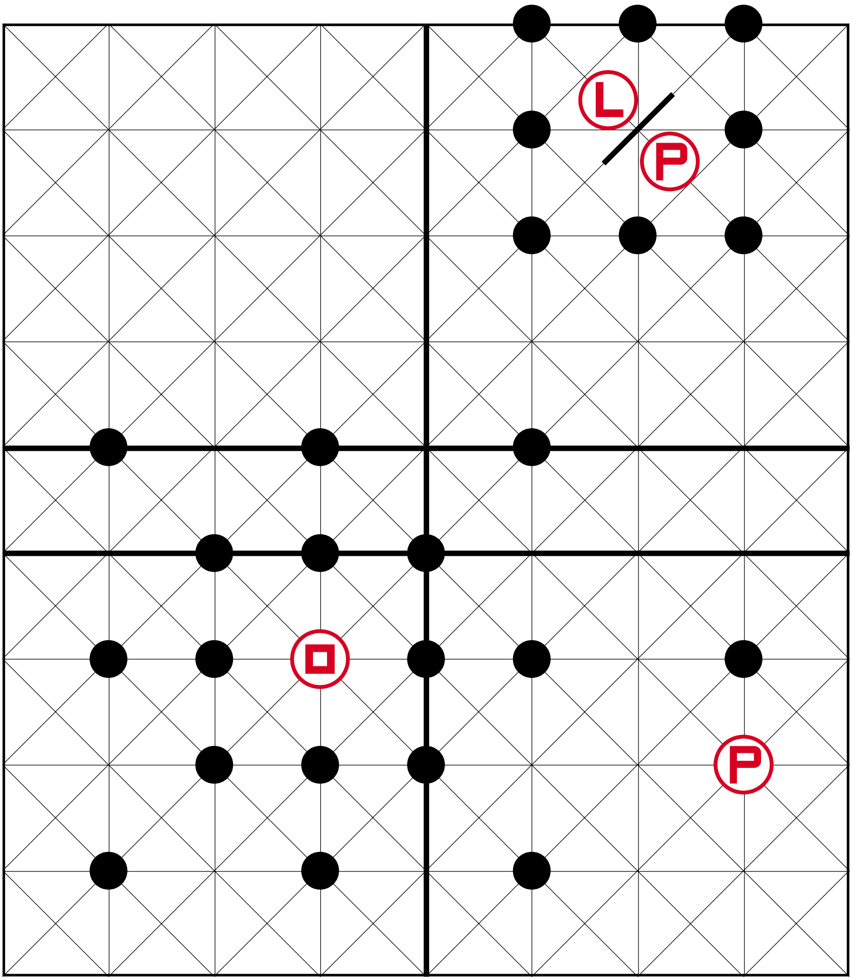
5. 容許長捉或長警告。

Continual warnings / moves trying to capture foe pieces are allowed.

6. 棋子不能吃去己方棋子。Cannot capture own piece.

7. 開局時棋子排法，不受限制，但須雙方相同，以求公平（第五章）。

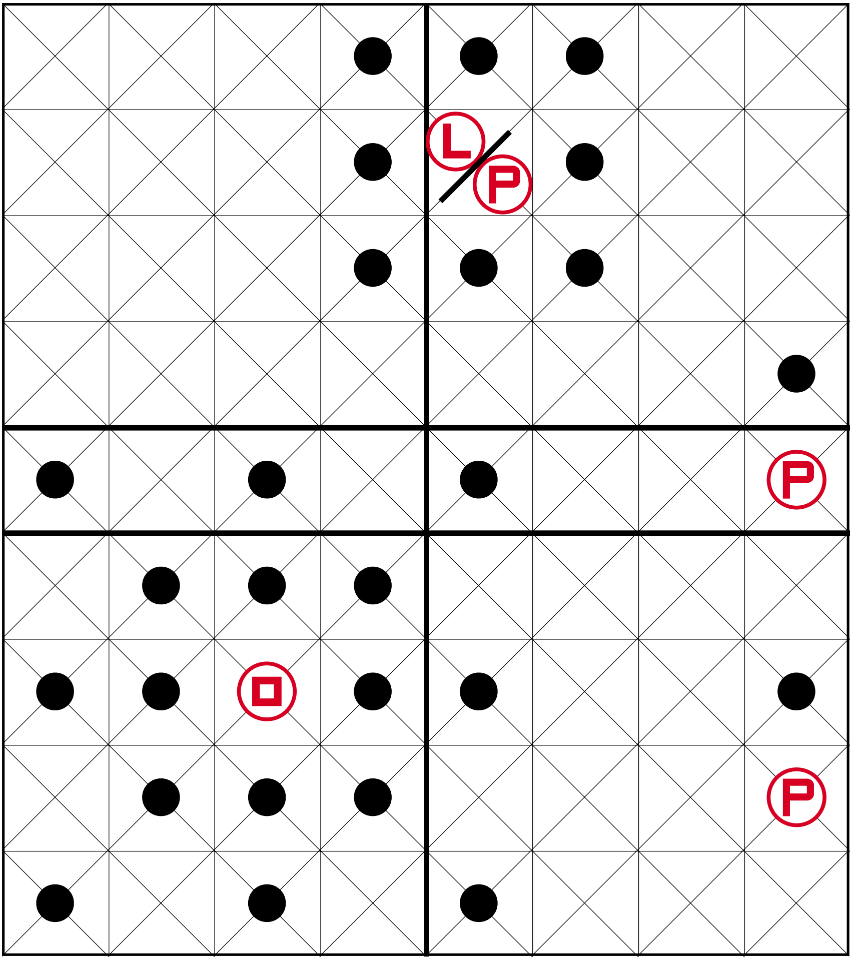
Arrangements of pieces in beginning of games may vary, with no restriction, so long as both sides are the same correspondingly to ensure fairness (Chapter 5).



正弈法
D•PM



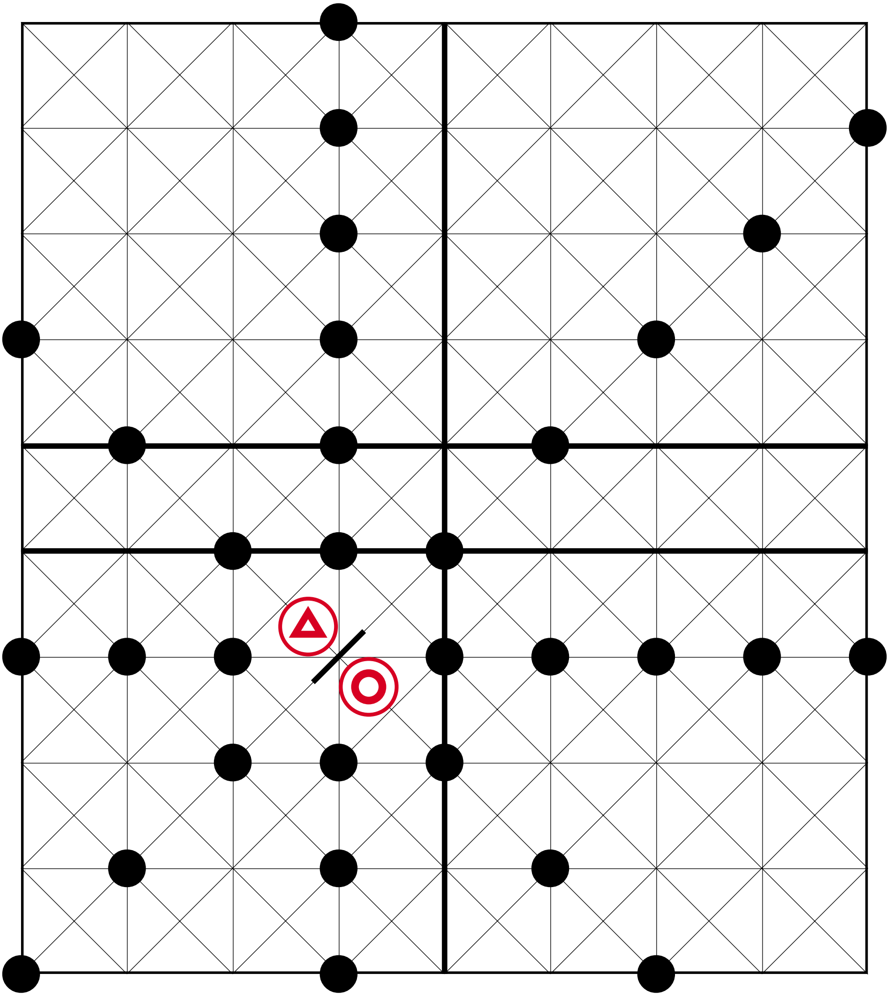
可達	16 位 ●	8	8（敵區），1（己區）
Can reach	16 Dp ●	8	8 (foe side), 1 (own side)



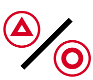
奇弈法

I•PM

可達	16 格 ●	8	8（敵區），1（己區／邊區）
Can reach	16 Ip ●	8	8 (foe side), 1 (own side/border)

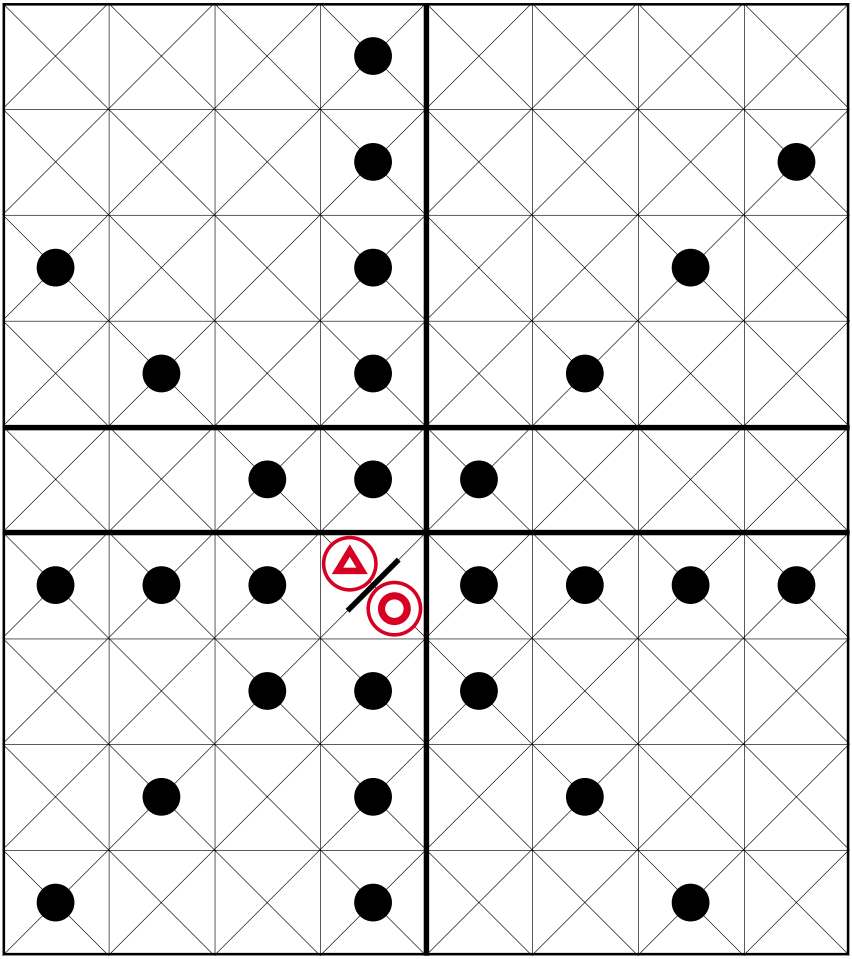


正弈法
D•PM

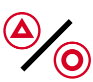


◎ 並可跳越1棋子而行

◎ can also jump over 1 piece to go on

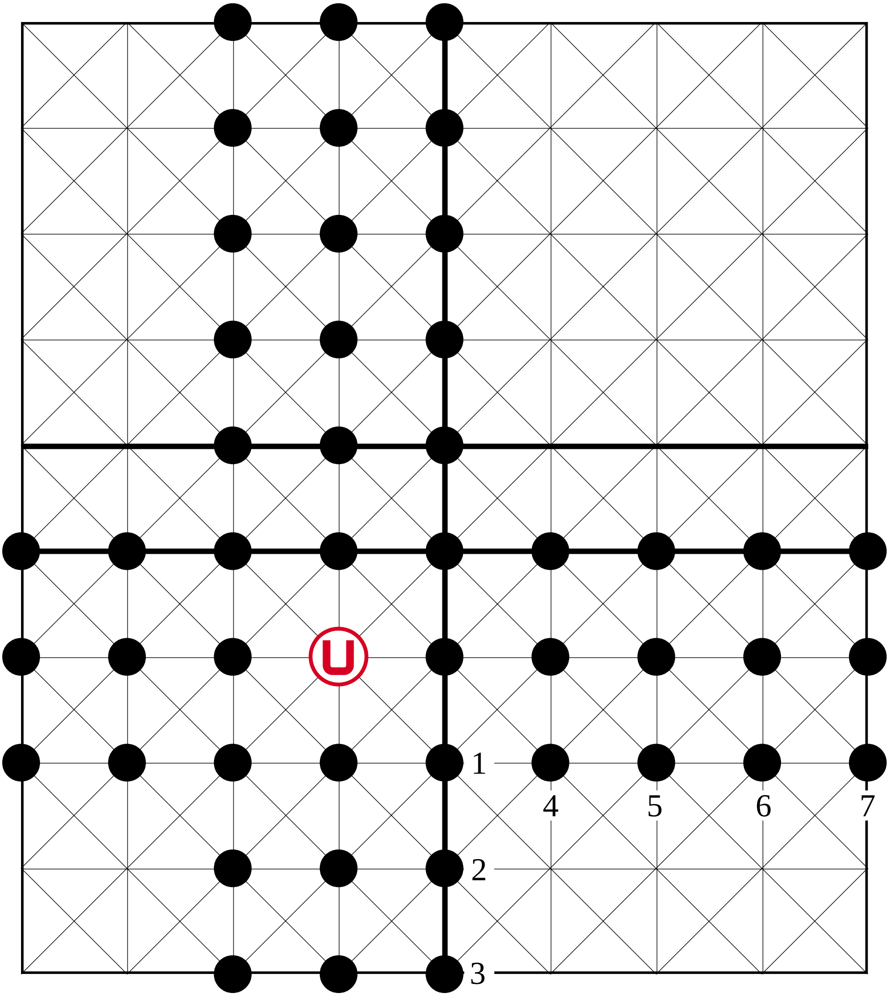


奇弈法
I•PM



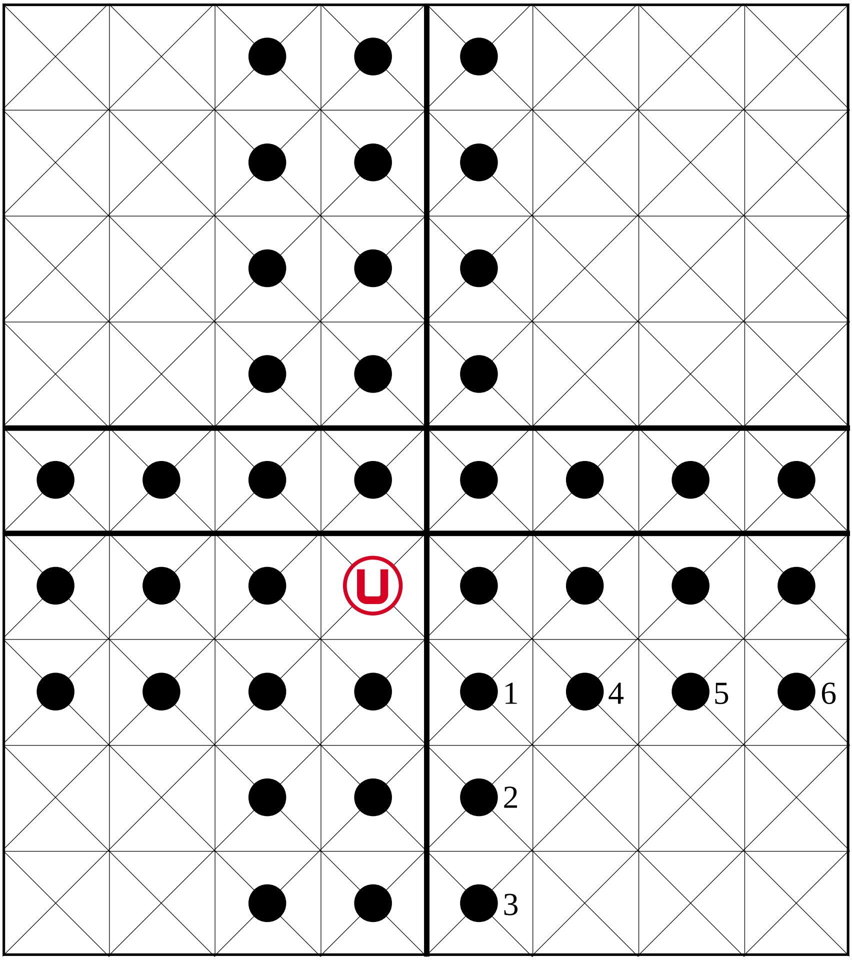
◎ 並可跳越1棋子而行

◎ can also jump over 1 piece to go on



正弈法
D•PM

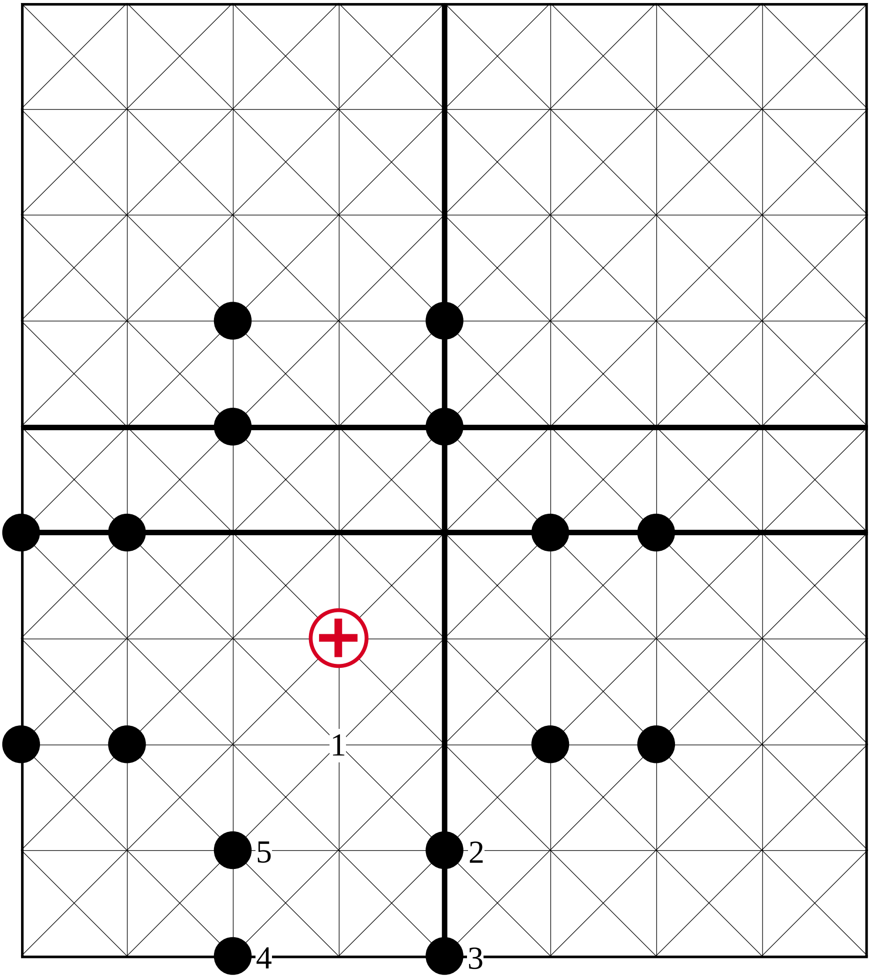
1 有棋子， Ⓤ不能行至 2, 3, 4, 5, 6 或 7 位
5 有棋子， Ⓤ不能行至 6 或 7 位
A piece in 1 stops Ⓤ going to 2,3,4,5,6 or 7 Dp
A piece in 5 stops Ⓤ going to 6 or 7 Dp



奇弈法

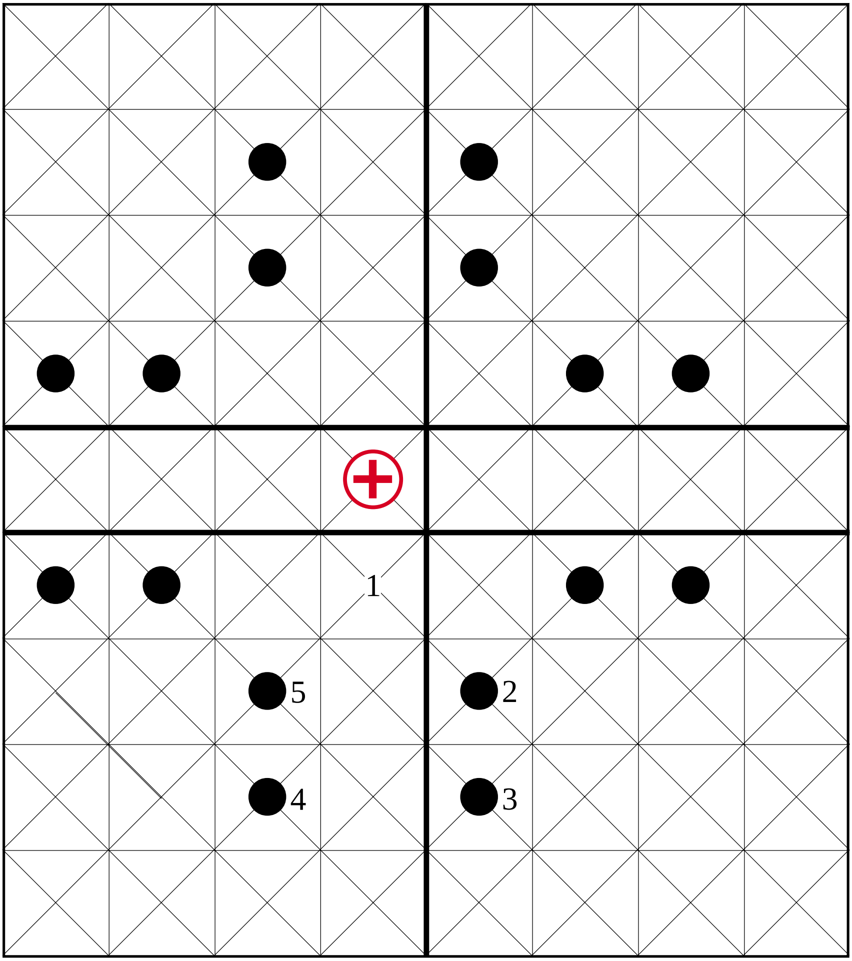
I•PM

1 有棋子， Ⓤ不能行至 2, 3, 4, 5 或 6 格
4 有棋子， Ⓤ不能行至 5 或 6 格
A piece in 1 stops Ⓤ going to 2,3,4,5 or 6 Ip
A piece in 4 stops Ⓤ going to 5 or 6 Ip



正弈法
D•PM

1 有棋子，⊕ 不能行至 2, 3, 4 或 5 位
A piece in 1 stops ⊕ going to 2,3,4 or 5 Dp



奇弈法

I•PM

1 有棋子，⊕ 不能行至 2, 3, 4 或 5 格

A piece in 1 stops ⊕ going to 2,3,4 or 5 Ip

3. 複弈法（大宇宙棋第二階段）Compound Playing Mode (2nd Stage)

複弈法兼用正點、奇點（單弈法只用正點或只用奇點），亦稱正奇弈法或奇正弈法，有下列 3 種：

Compound Playing Modes use both Dp and Ip (Simple PM use only Dp or use only Ip), thus called DI•PM or ID•PM. We have the following 3 modes:

1. **奇正合弈法：**

   把前章所述之正弈法，奇弈法相加（參看後面各圖）。

   Direct-Indirect Joint Playing Mode (DIJ•PM):

   Direct Playing Mode plus Indirect Playing Mode (Refer to diagrams below).

2. **奇正線弈法：**

   正弈法加斜行奇點，不用橫行及縱行奇點，即只沿棋盤上直線（橫線、縱線及斜線）行棋（參看後面各圖）。

   Direct-Indirect Line Playing Mode (DIL•PM):

   Direct Playing Mode plus diagonal Ip moves. Neglect horizontal and vertical Ip moves, i.e. all moves are along straight lines in the chessboard (Refer to diagrams below).

3. **奇正休弈法：**

   Direct-Indirect Rest Playing Mode (DIR•PM):

   (1). 奇點稱休（休假）點，即棋盤有 72 休點及 90 正點。

   Indirect point (Ip) are called Rest (Holiday) point (Rp).

   The chessboard has 72 Rp and 90 Dp.

   (2). 全部棋子均可進出休點（格），且方法全同。

   All pieces may enter or leave Rp (squares) and all by the same method.

   (3). 棋子由原位（正點）沿斜線進入最近之空格（無其他棋子之格）（休點）或由格沿斜線行至最近之空位（正點）。

   Pieces move from Dp along diagonals to the nearst empty (unoccupied) squares (Rp) or from squares along diagonals to the nearest empty (unoccupied) Dp.

(4). 進入休點(格)之棋子被視為已離戰場，不能吃去任何棋子，亦不能被吃去；主“Ⓛ”則可被吃去。

Pieces in Rp, regarded as having left the battlefield, can neither capture nor be captured by any other pieces, but Leader “Ⓛ” can be captured.

(5). 由格回到空位，棋子即回到戰場，恢復原有戰鬥力。

After having moved from Rp to empty Dp, pieces return to battlefield and recover original combating power.

(6). 棋子可由正點沿斜線跳越在休點(格)之棋子，即在格中棋子不能阻擋任何棋子。

Pieces may jump from Dp along diagonals over Rp (squares) occupied by other pieces, i.e. pieces in Rp cannot block other pieces.

(i). ◬／◎ : 沿斜線可跳越 1 至無限個格。

May jump over (along diagonals) 1 to unlimited number of squares.

(ii). ⊡ : 可跳越 1 至 2 格。

May jump over 1-2 squares.

(iii). Ⓛ／Ⓟ／Ⓤ: 可跳越 1 格。

May jump over 1 square.

(iv). ⊕ : 可跳越 1 格（格內須有棋子）。

May jump over 1 square (occupied by a piece).

(7). 吃敵子法、勝、負、和等與正弈法相同。

To capture foe pieces, win, lose or draw game etc., are the same as D•PM.

(8). 休點效用: Effects of Rp:

(i). 增加棋子行走空間及變化。

Increase the area and ways of moves of pieces.

(ii). 保護棋子，免被敵子吃去，主則例外。

Protect pieces (except Leader) from being captured by foe pieces.

(iii). 讓原位（正點）給自己其他棋子，以造優勢。

Give original Dp to other own piece to effect betterment.

(iv). 互相調換在方格 2 對角位之己子（1 子進格，另 1 子跳越該格至對角位）。

Interchange 2 pieces in opposite corners of a square (1 piece enters square, another jumps over the square to opposite corner)

(v). 空出原位，讓其他棋子通過或誘敵子通過而走入陷阱。

Vacate the original Dp to let other pieces pass through or lure foe pieces to pass to fall into traps.

(vi). 改變棋子原來行法：如兵“Ⓟ”在己區可後退；計“⊕”或其他棋子可先入再出方格，避過阻礙，迂迴前進，正合孫子兵法迂直之計，奇正相生之戰術。

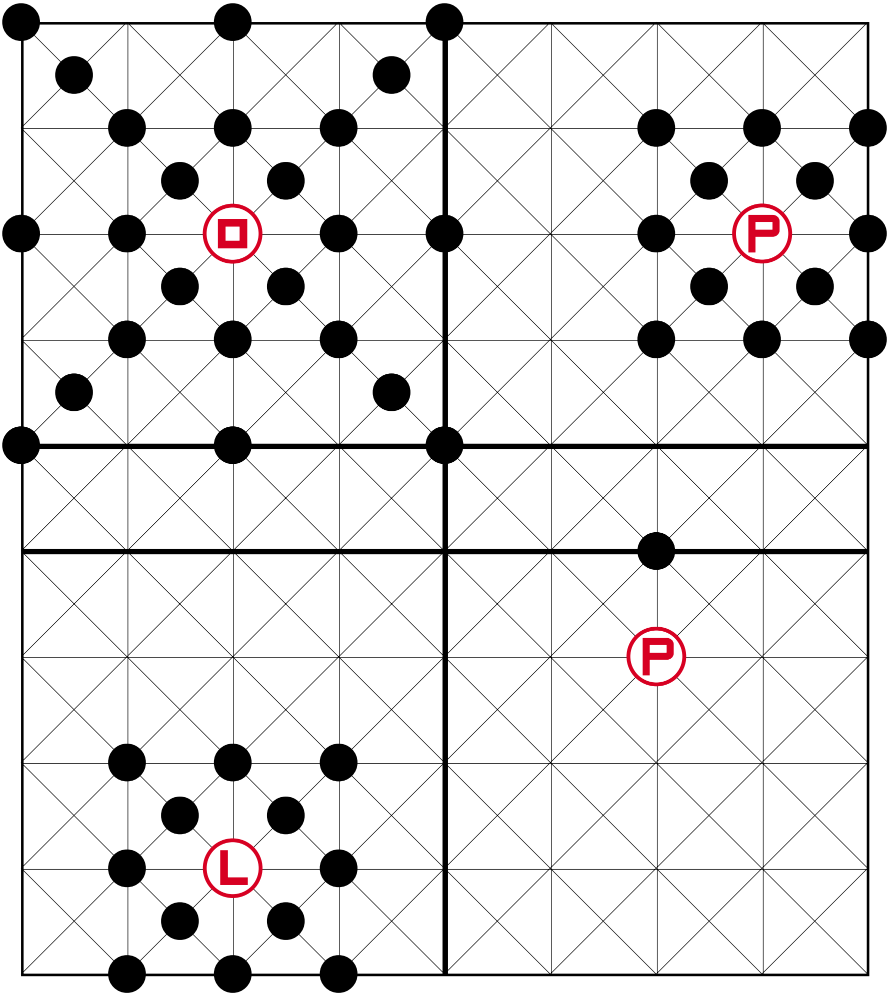
Alter the original moving ways of pieces; e.g. Pawn “Ⓟ” may move backwards in own state; Tactics “⊕” or other pieces, blocked from moving forward, may first enter and then leave squares to bypass the blockade, thus acting on Sun Tzu's The Art of War's Artifice of Deviation and Interchangeable Indirect and Direct Tactics.

(vii). 協助佈陣（下一章），在休點（格）佈陣棋子，作恢復戰鬥力論。

Help planning Arrays (next chapter). Pieces in Rp (squares) forming array are regarded as having recovered original combating power.

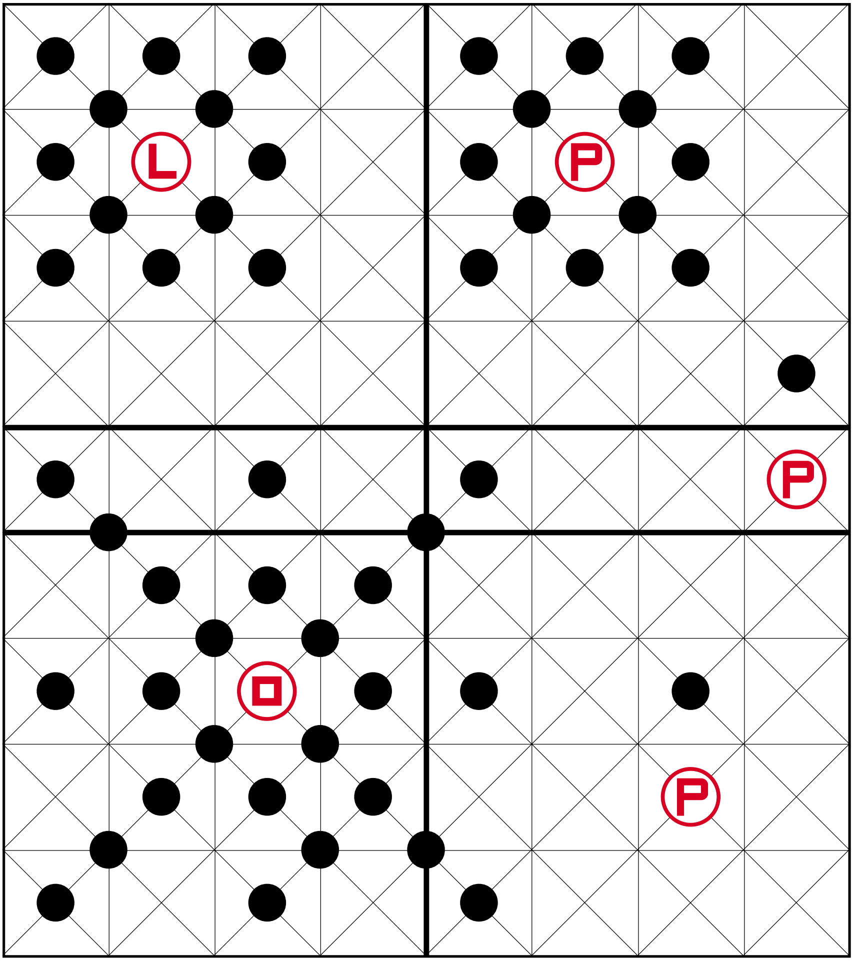
正	＋	奇弈法為奇正合弈法
弈	＋	斜行格為奇正線弈法
法	＋	斜行最近格為奇正休弈法

DIJ•PM	**:**	**D•PM**	**+**	**I•PM**
DIL•PM	**:**	**D•PM**	**+**	**all diagonal Ip**
DIR•PM	**:**	**D•PM**	**+**	**nearest diagonal Ip**



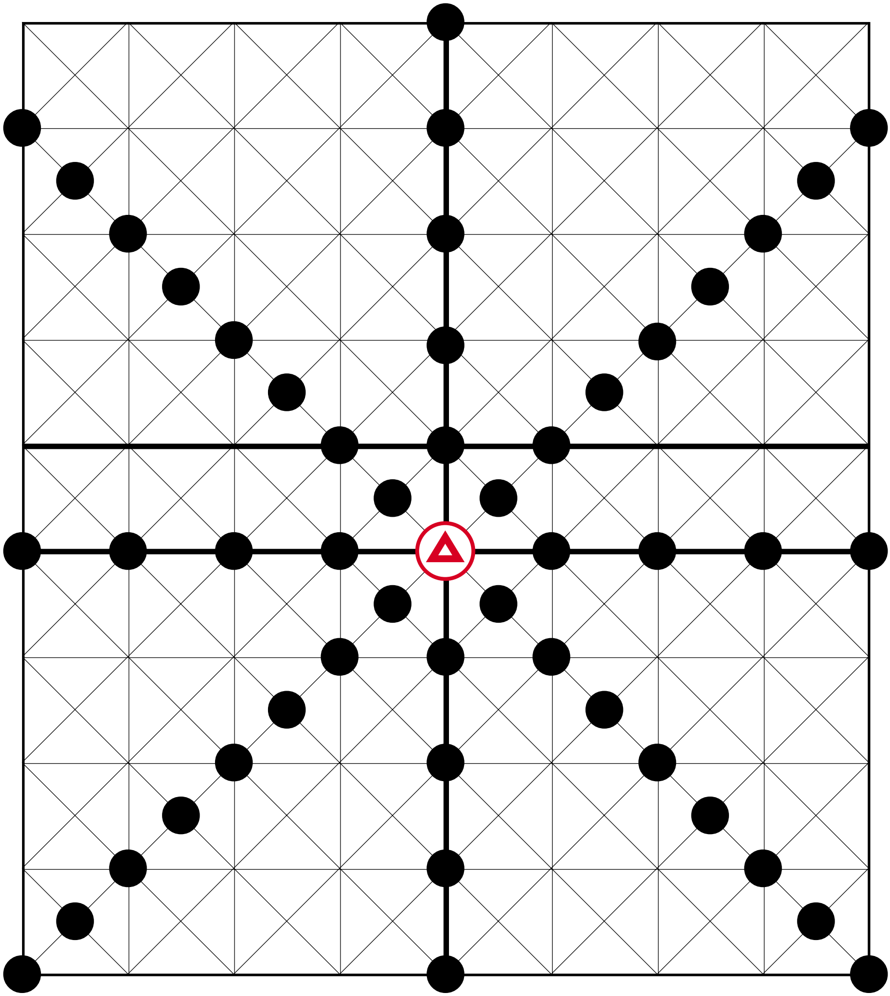
奇正合弈法，由正點起行　　DIJ•PM, start from Dp

可到達之點 points within reach	正點 Dp	奇點 Ip	共點 Total points
(□)	16	8	24
Ⓛ	8	4	12
Ⓟ	1/8	0/4	1/12



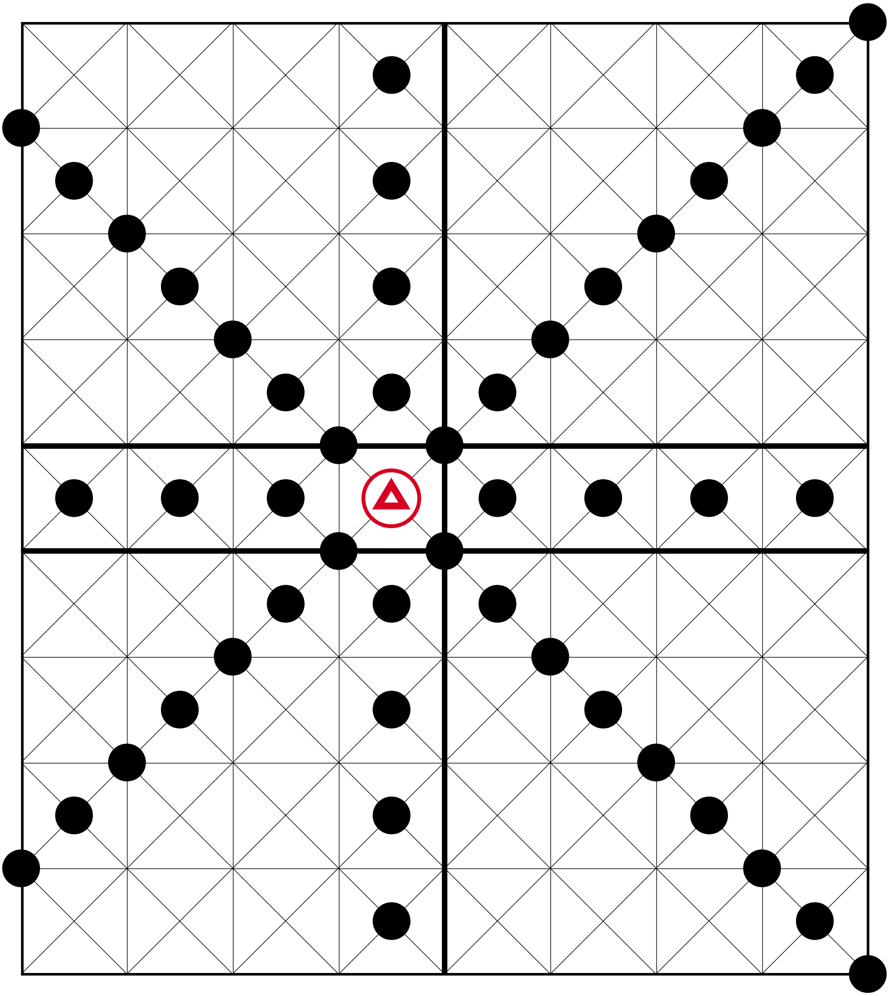
奇正合弈法，由奇點起行　　DIJ•PM, start from Ip

可到達之點 points within reach		正點 Dp	奇點 Ip	共點 Total points
	◙	8	16	24
	Ⓛ	4	8	12
	Ⓟ	0/4	1/8	1/12



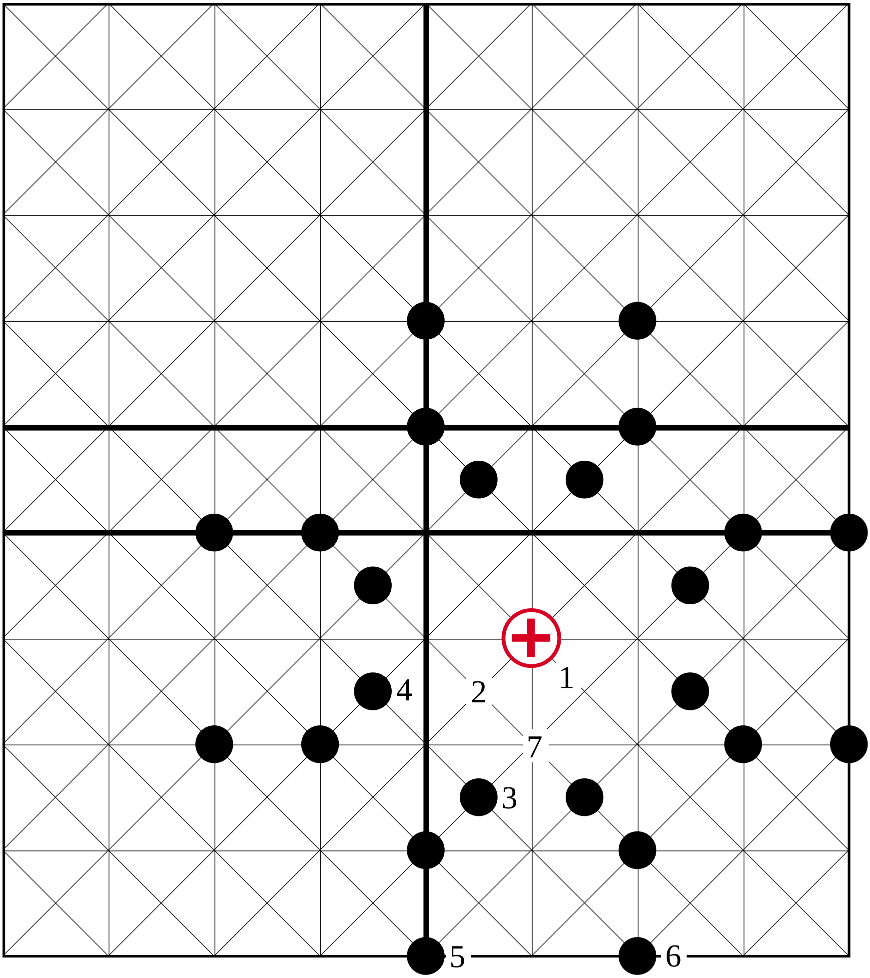
合弈法，由正點起行　**DIJ•PM, start from Dp**

最多可到達之點 points within reach at most	正點 Dp	奇點 Ip	共點 Total points
△ 或 or ◎	33	16	49



合弈法，由奇點起行　Joint PM, start from Ip

最多可到達之點 points within reach at most	正點 Dp	奇點 Ip	共點 Total points
Ⓐ 或 or ◎	18	29	47



合弈法，由正點起行 **J•PM, start from Dp**

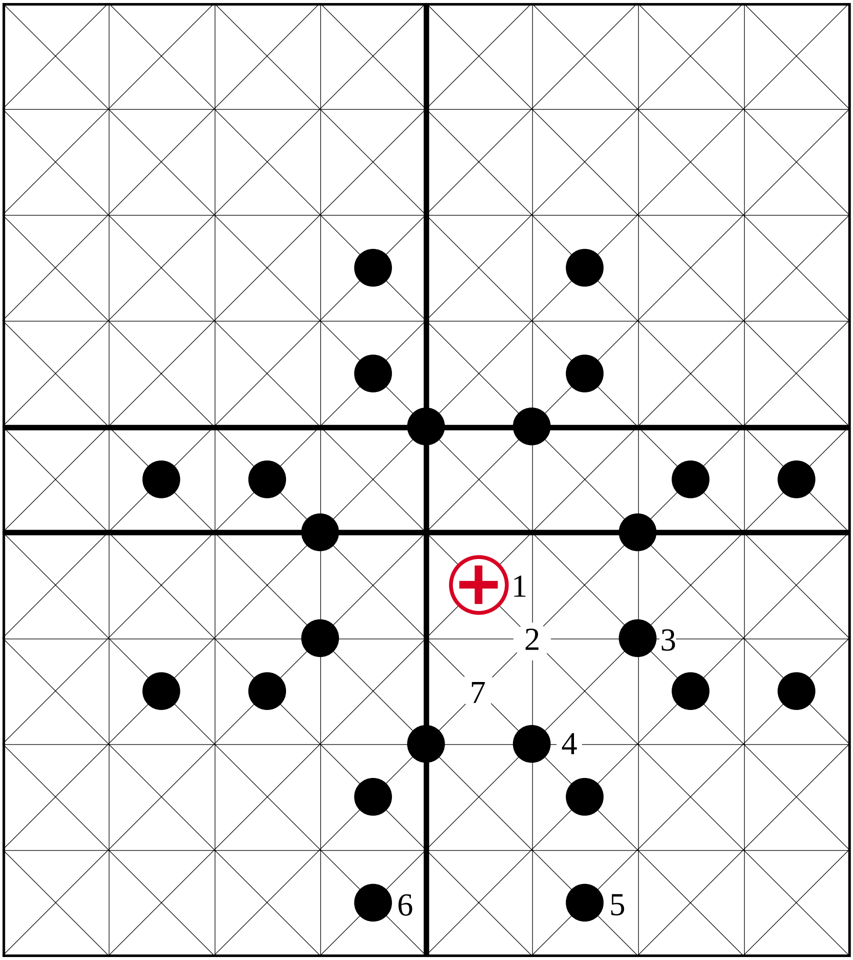
⊕ 可至 16 正點，8 奇點，共 24 點

2 有棋，只阻止由 1 至 3 或 4； 7 有棋，只阻止由 1 至 5 或 6

⊕ can reach 16 Dp, 8 Ip, total 24 points

A piece in 2, only stops going from 1 to 3 or 4

A piece in 7, only stops going from 1 to 5 or 6



合弈法，由奇點起行 **J•PM, start from Ip**

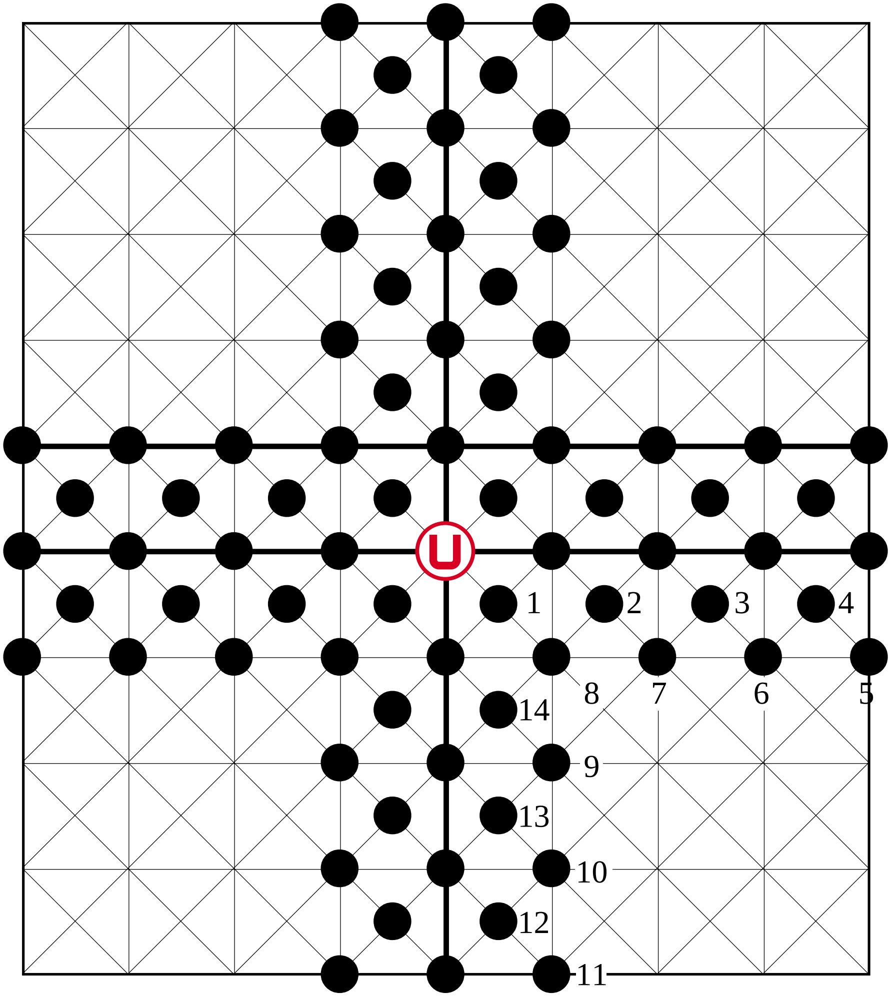
⊕ 可至 8 正點，16 奇點，共 24 點

2 有棋，只阻止由 1 至 3 或 4； 7 有棋，只阻止由 1 至 5 或 6

⊕ can reach 8 Dp, 16 Ip, total 24 points

A piece in 2, only stops going from 1 to 3 or 4

A piece in 7, only stops going from 1 to 5 or 6



合弈法，由正點起行　　**J•PM, start from Dp**

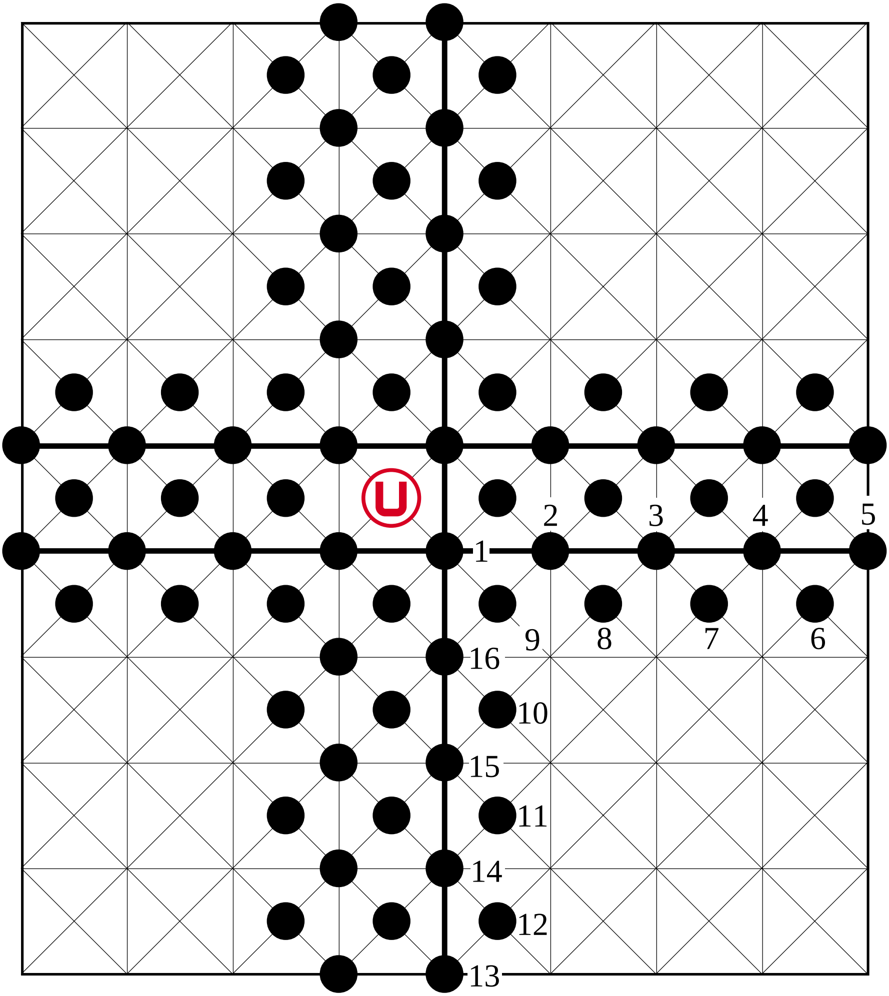
Ⓤ 可至 47 正點，30 奇點，共 77 點

1 有棋，不能至 2, 3, 4, 5 ......11, 12, 13 或 14；　　2 有棋，不能至 3 或 4

Ⓤ can reach 47 Dp, 30 Ip, total 77 point

A piece in 1, stops going to 2, 3, 4, 5 ......11, 12, 13 or 14

A piece in 2, stops going to 3 or 4



合弈法，由奇點起行 **J•PM, start from Ip**

Ⓤ 可至 34正點，41奇點，共 75點

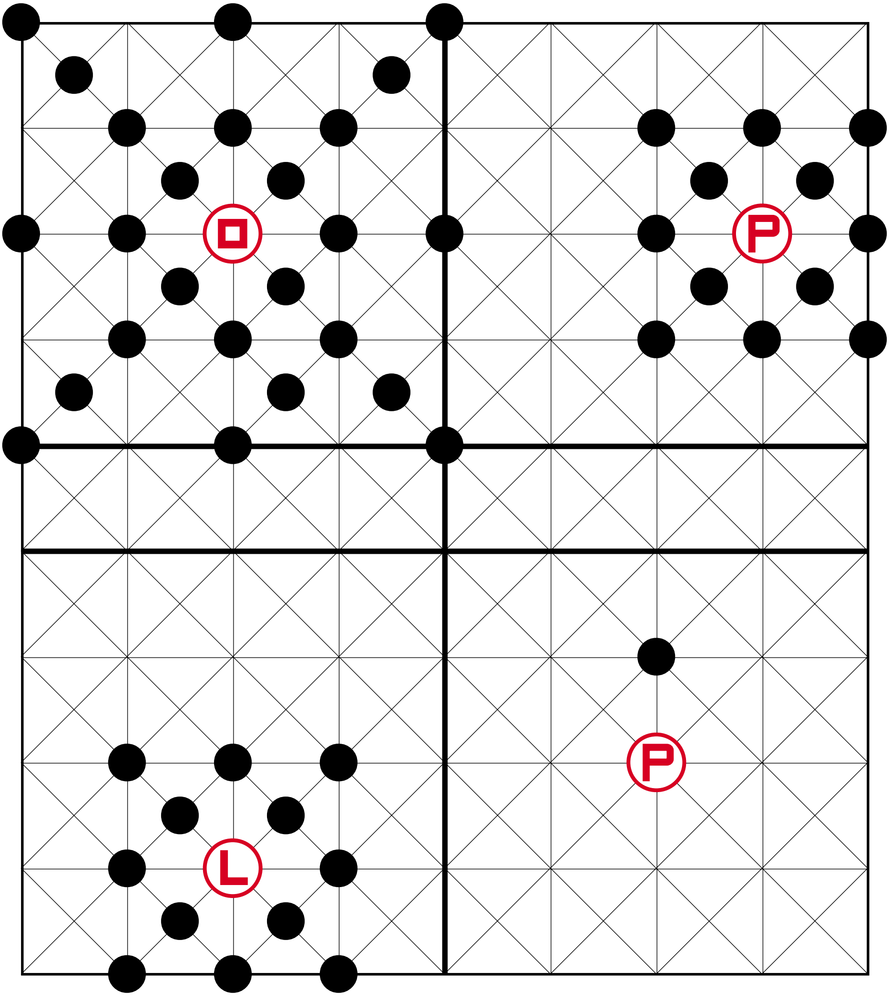
1 有棋，不能至 2, 3, 4, ...14, 15 或 16；

2 有棋，不能至 3 , 4 或 5

Ⓤ can reach 34 Dp, 41 Ip, total 75 points

A piece in 1, stops going to 2, 3, 4, ... 14, 15 or 16

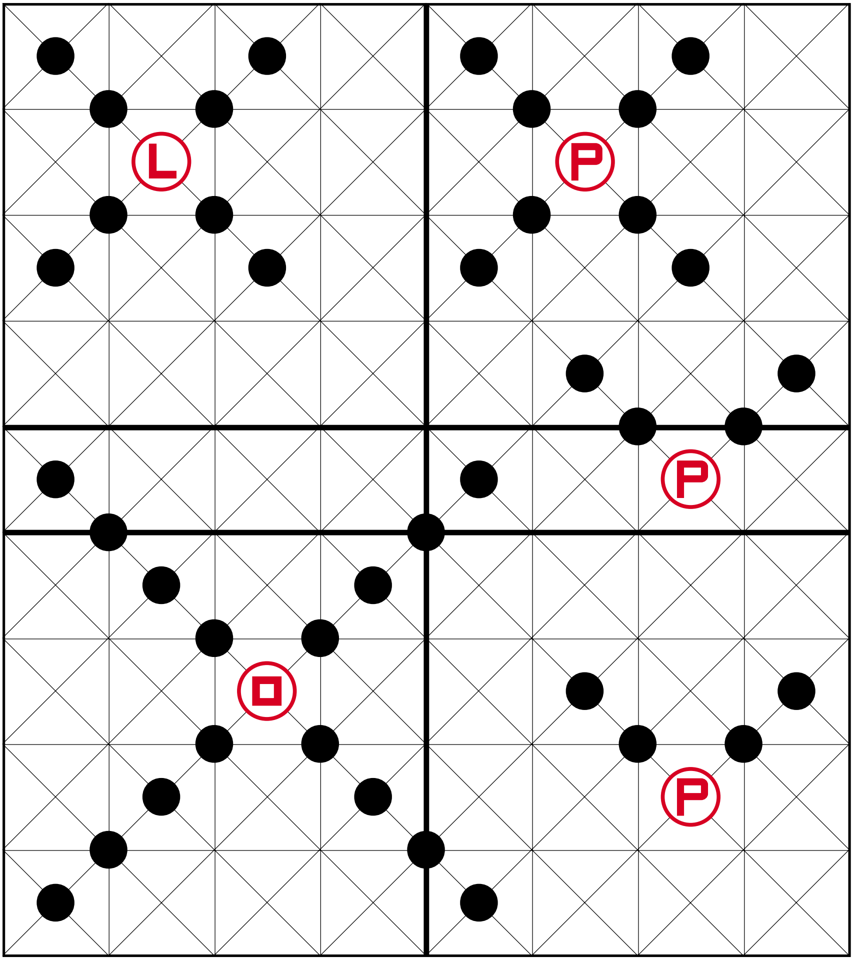
A piece in 2, stops going to 3, 4 or 5



奇正線弈法，由正點起行　DIL•PM, start from Dp

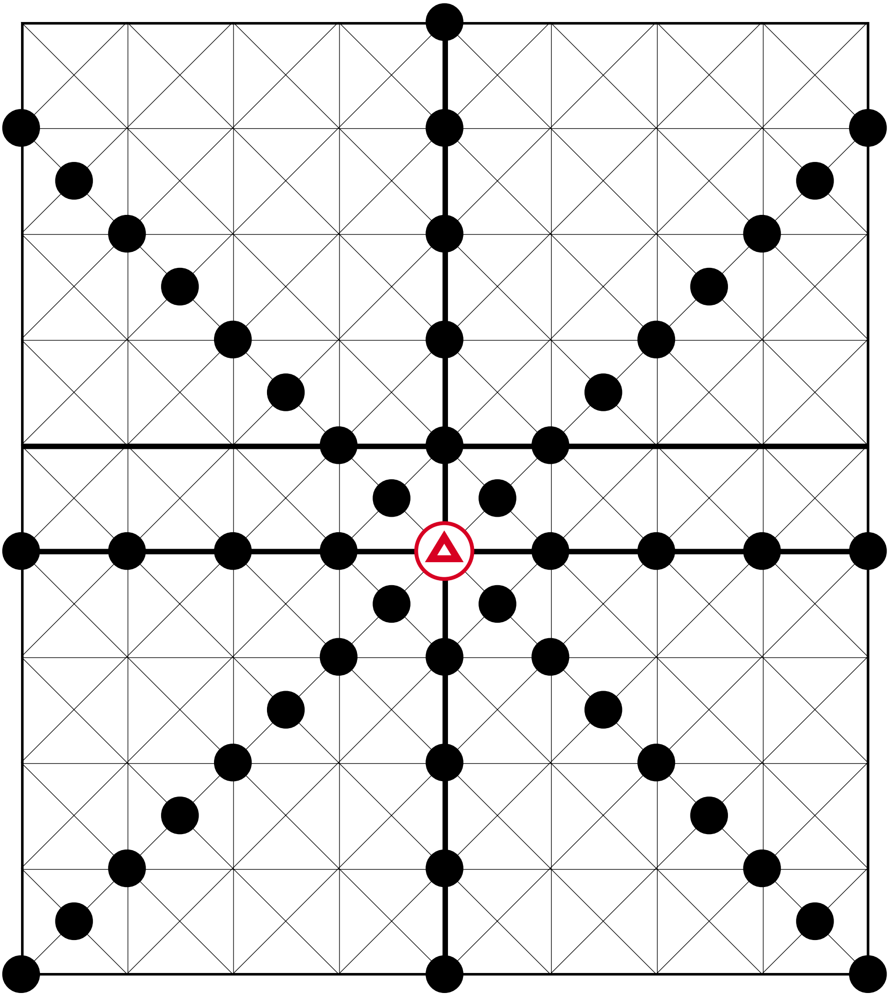
可到達之點
points within reach

	正點 Dp	奇點 Ip	共點 Total points
ⓜ	16	8	24
Ⓛ	8	4	12
Ⓟ	1/8	0/4	1/12



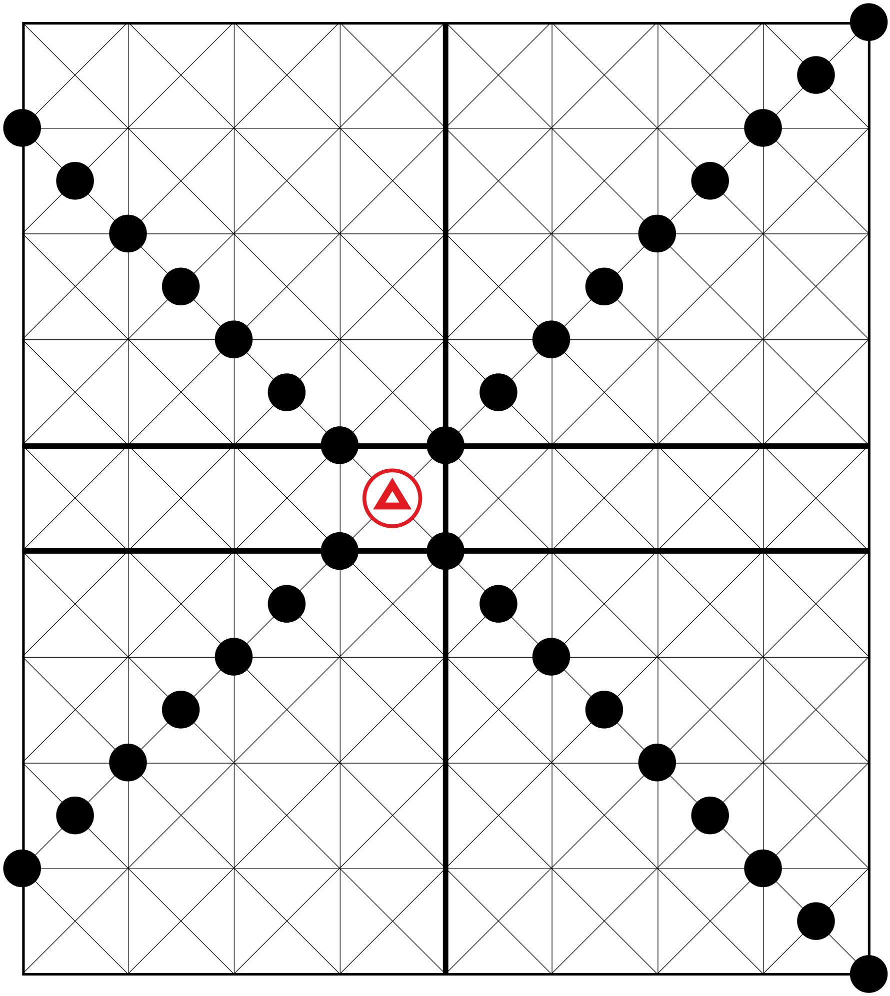
奇正線弈法，由奇點起行　DIL•PM, start from Ip

可到達之點 points within reach	正點 Dp	奇點 Ip	共點 Total points
⊡	8	8	16
Ⓛ	4	4	8
Ⓟ	2/4	2/4	4/8



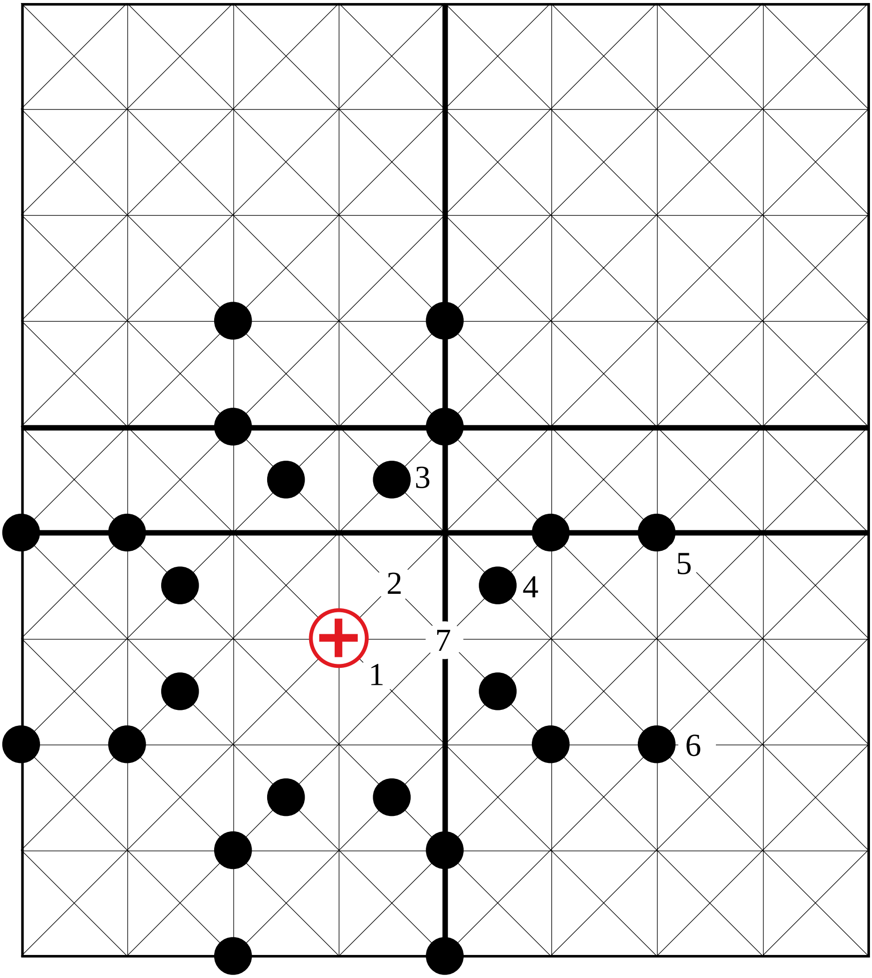
線弈法，由正點起行 **DIL•PM, start from Dp**

最多可到達之點 points within reach at most	正點 Dp	奇點 Ip	共點 Total points
(△) 或 or (◎)	33	16	49



線弈法，由奇點起行 **DIL•PM, start from Ip**

最多可至 can reach at most	正點 Dp	奇點 Ip	共點 Total points
△ 或 or ◎	18	14	32



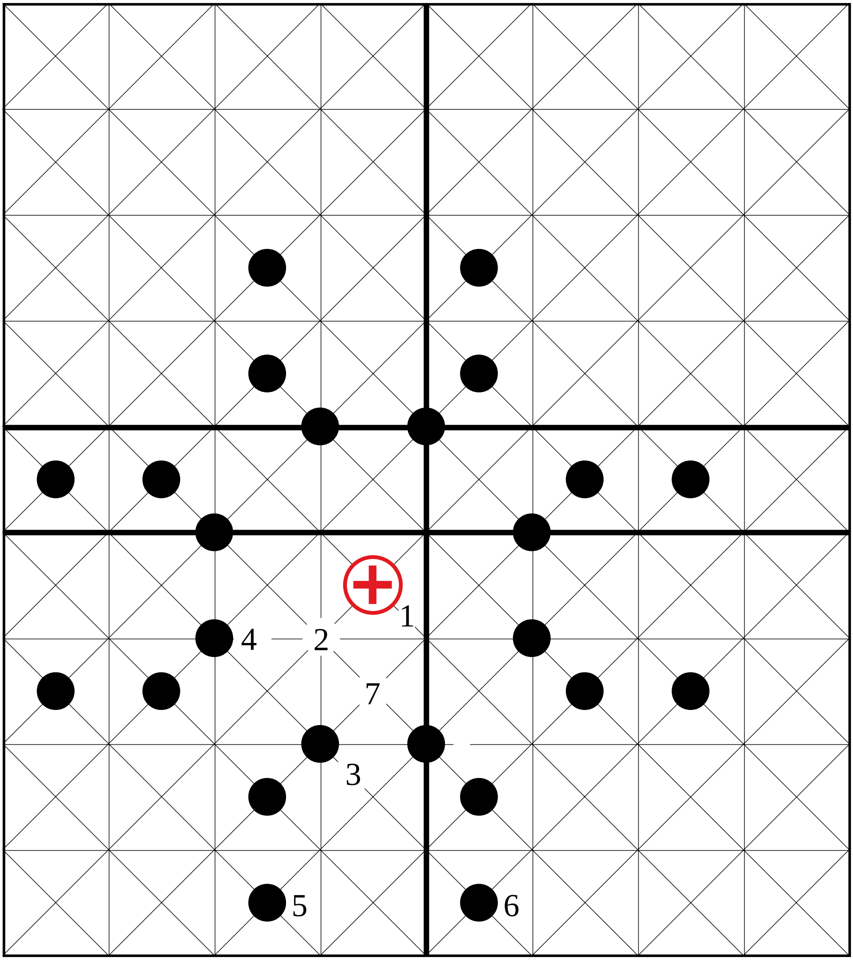
線弈法，由正點起行 **DIL•PM, start from Dp**

⊕ 可至 16 正點，8 奇點，共 24 點 ⊕ can reach 16 Dp, 8 Ip, total 24 points

2 有棋，只阻止由 1 至 3 或 4； 7 有棋，只阻止由 1 至 5 或 6

A piece in 2, only stops going from 1 to 3 or 4

A piece in 7, only stops going from 1 to 5 or 6



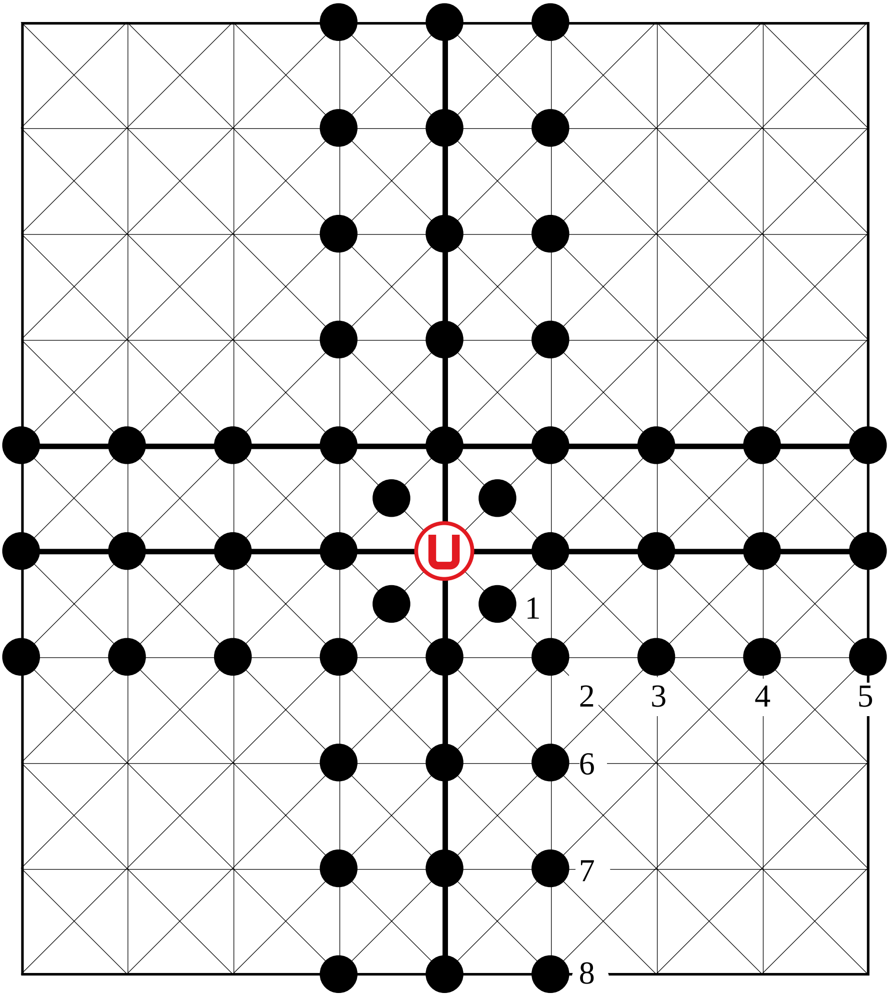
線弈法，由奇點起行　DIL•PM, start from Ip

⊕ 可至 8 正點，16 奇點，共 24 點　⊕ can reach 8 Dp, 16 Ip, total 24 points

2 有棋，只阻止由 1 至 3 或 4；7 有棋，只阻止由 1 至 5 或 6

A piece in 2, only stops going from 1 to 3 or 4

A piece in 7, only stops going from 1 to 5 or 6



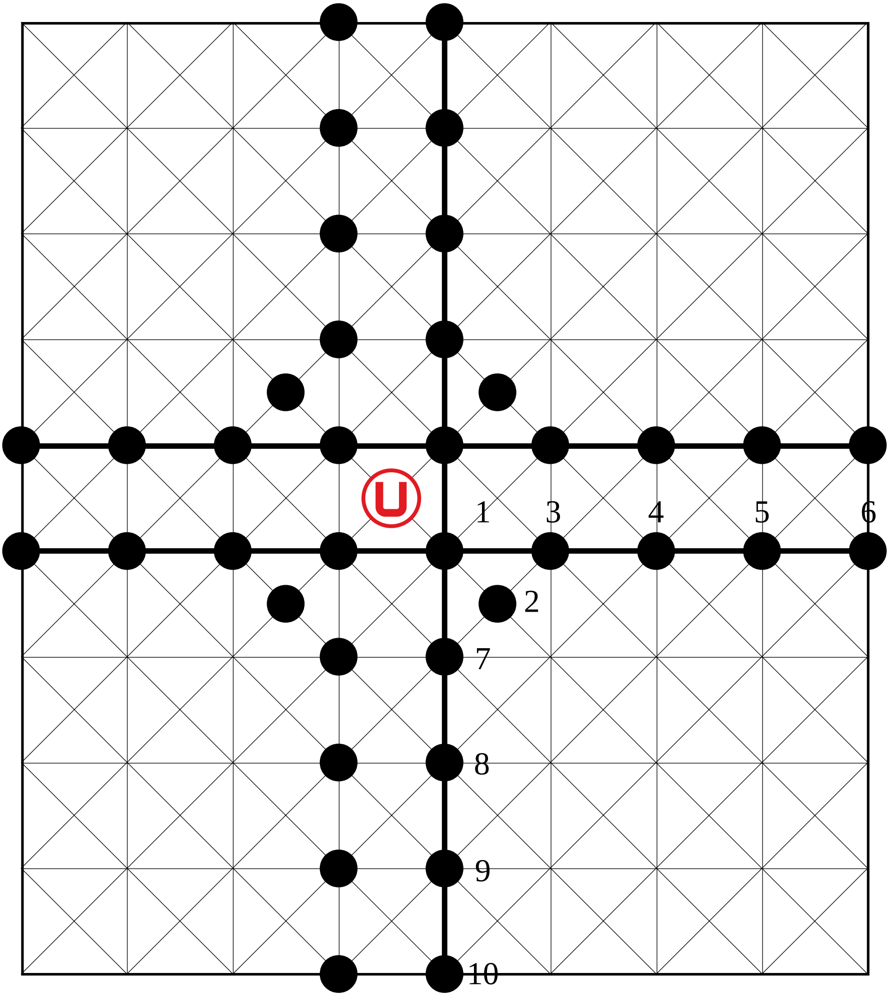
線弈法，由正點起行 **DIL•PM, start from Dp**

Ⓤ 可至 47 正點，4 奇點，共 51 點

Ⓤ can reach 47 Dp, 4 Ip, total 51 points

1 有棋，不能至 2, 3, 4, 5, 6, 7 或 8

A piece in 1, stops going to 2, 3, 4, 5, 6, 7 or 8



線弈法，由奇點起行

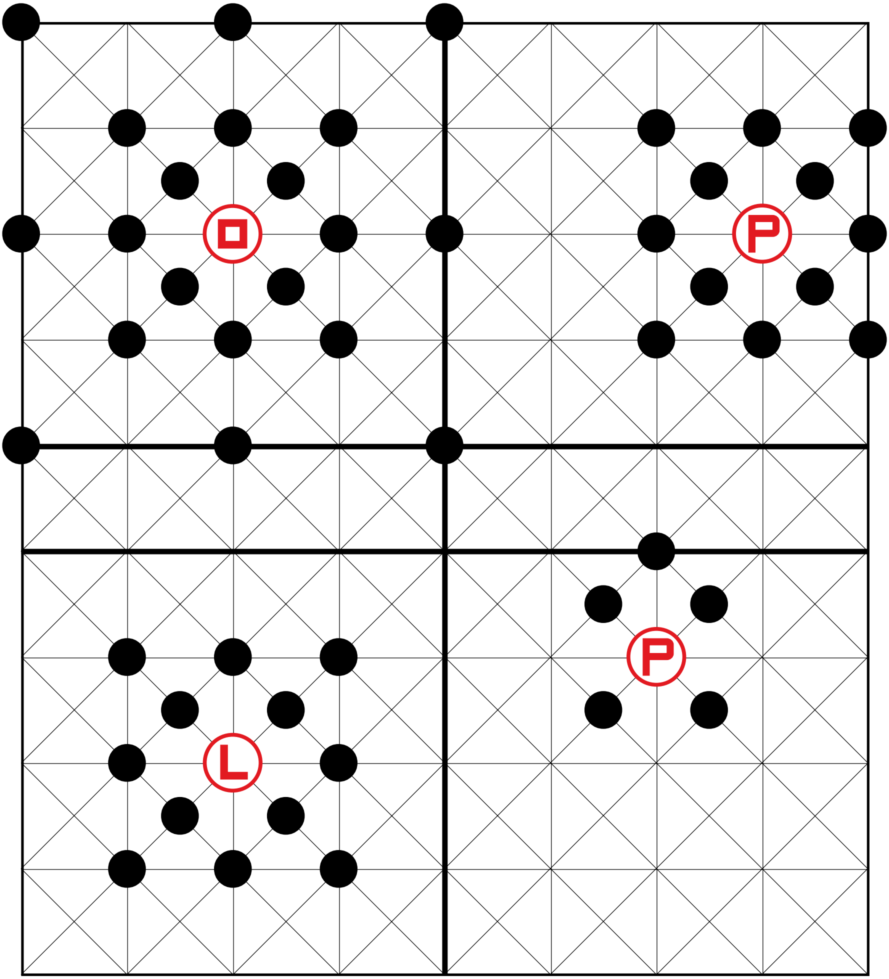
DIL•PM, start from Ip

Ⓤ 可至 34 正點，4 奇點，共 38 點

Ⓤ can reach 34 Dp, 4 Ip, total 38 points

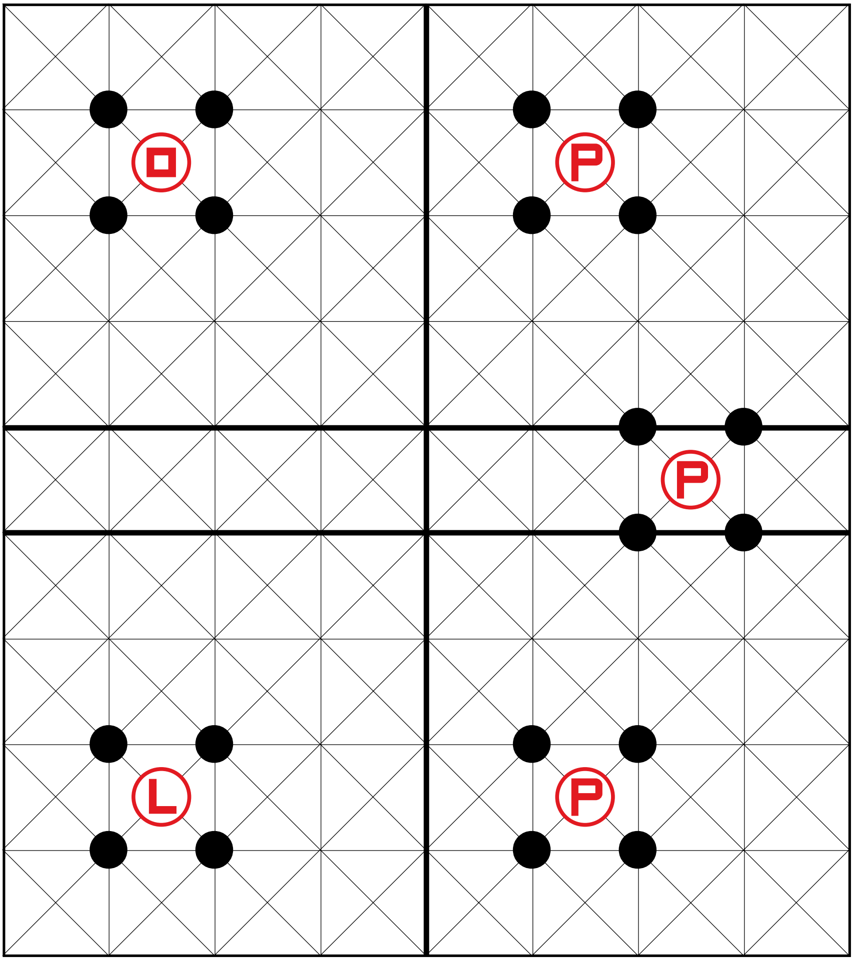
1 有棋，不能行至 2, 3, 4, 5, 6, 7, 8, 9 或 10

A piece in 1, stops going to 2, 3, 4, 5, 6, 7, 8, 9 or 10-



奇正休弈法，由正點起行　DIR•PM, start from Dp

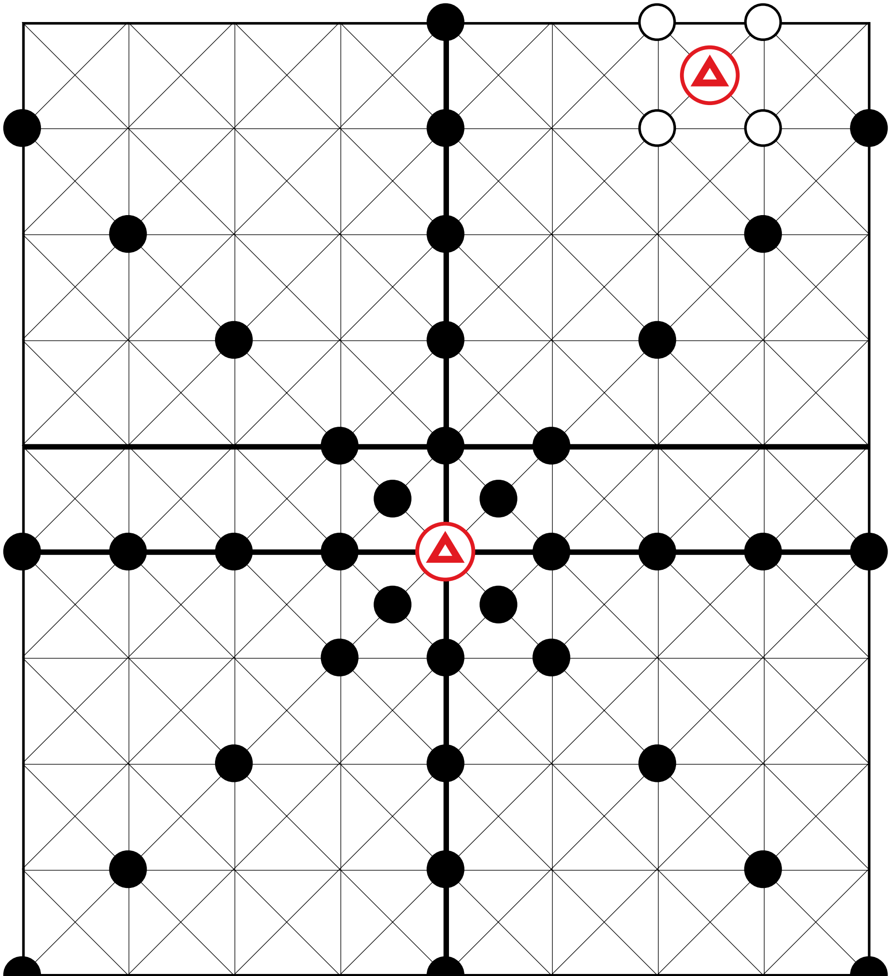
可到達之點 points within reach	正點 Dp	奇點 Ip	共點 Total points
ⓞ	16	4	20
Ⓛ	8	4	12
Ⓟ	1/8	4	5/12



休弈法，由奇點起行 **DIR•PM, start from Ip**

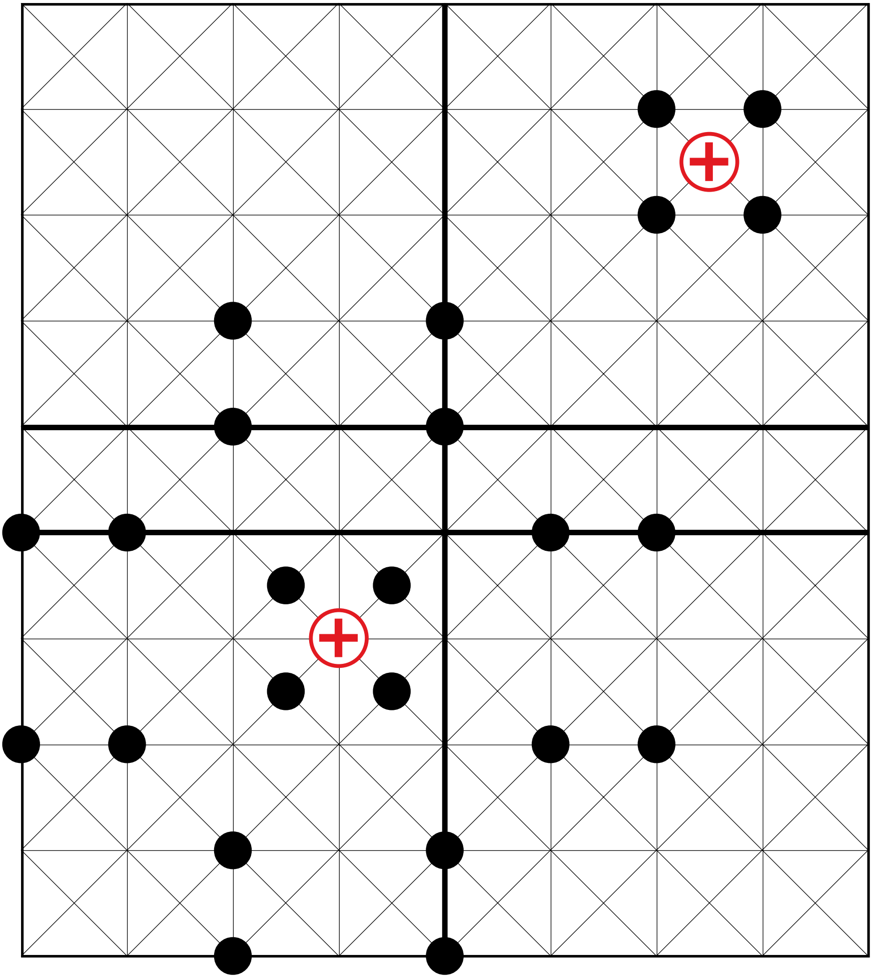
▣ , Ⓛ 或 Ⓟ 可至 4 正點， （無奇點）

▣ , Ⓛ or Ⓟ can reach 4 Dp (no Ip)



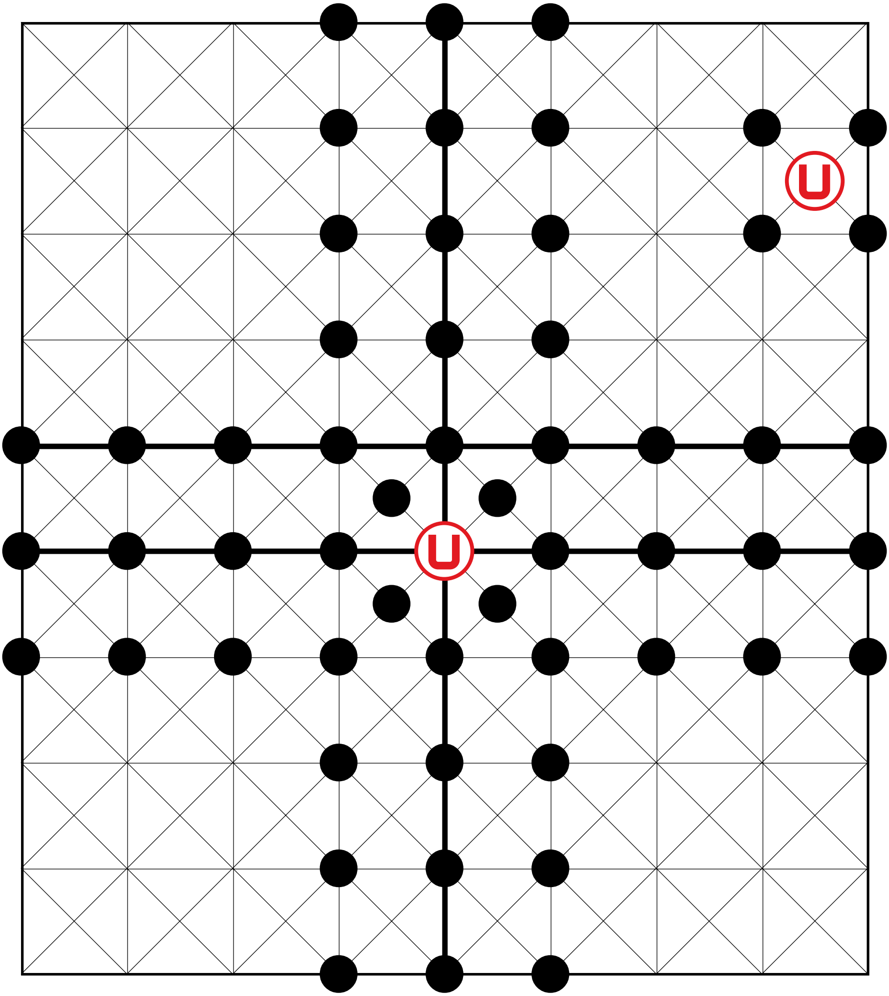
休弈法 **R•PM**

可至 can reach	正點 Dp	奇點 Ip	共點 Total points
由正點起行 start from Dp	33	4	37
由奇點起行 start from Ip	4	0	4



休弈法　R•PM

	正點 Dp	奇點 Ip	共點 Total points
⊕ 由正點起行，可至 start from Dp, can reach	16	4	20
⊕ 由奇點起行，可至 start from Ip, can reach	4	0	4



休弈法　**R•PM**

	正點 Dp	奇點 Ip	共點 Total points
Ⓤ 由正點起行，可至 start from Dp, can reach	47	4	51
Ⓤ 由奇點起行，可至 start from Ip, can reach	4	0	4

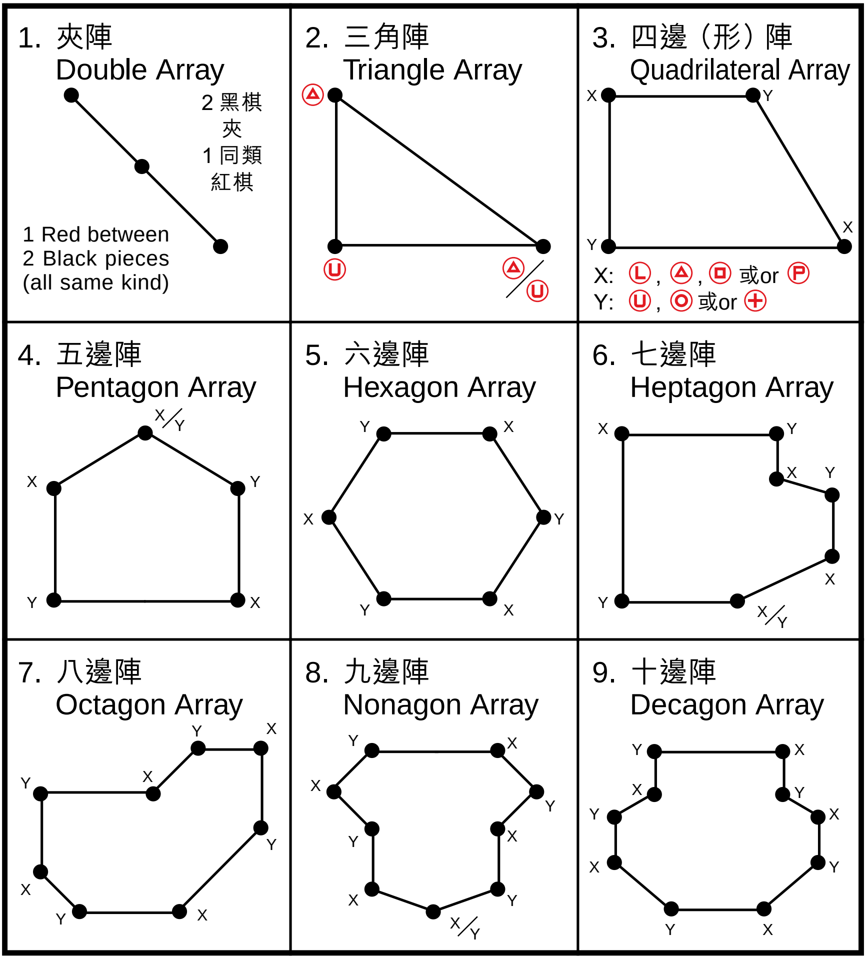
4. 佈（九）陣弈法（第 3 階段弈法） Arrays Playing Mode (3rd Stage)

1. 弈者熟練單弈法及複弈法後，可進升至第 3 階段：**佈陣弈法**。
   Players versed in Simple and Compound Playing Modes may progress to the 3rd stage: **9 Arrays Playing Mode.**
2. 佈陣之棋子依前述規則行走。
   Pieces forming arrays move according to the previous rules.
3. 陣成後立即吃去陣中及邊界上敵棋（不須等下一步），但如敵主在陣中或邊界上，則先警告，讓敵行一着；如不能破陣，敵主又不能離陣，即作負（不能離陣者必被吃去）。
   Arrays formed take effect simultaneously, removing all foe pieces inside or in sides of array. Yet, if foe Leader is inside or in side of array, give warning to let rival make 1 move. The rival is beaten if unable to break the array and the Leader cannot leave array (pieces staying in array are removed).

種陣法 3 Types of Arrays

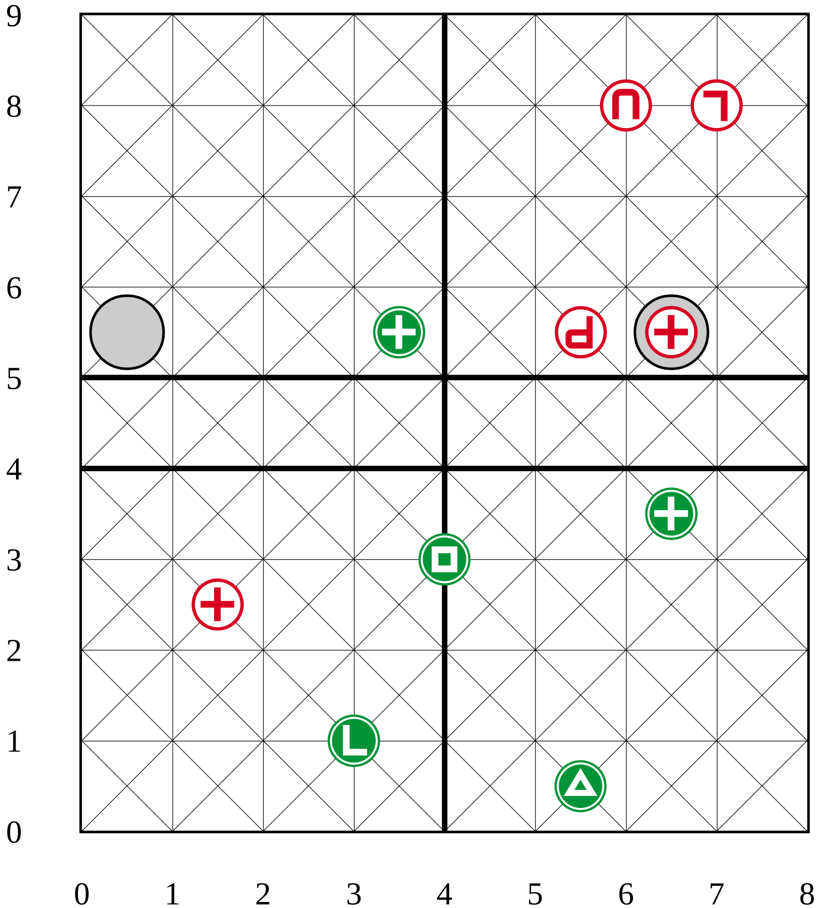
1. **夾陣** **Double Array**（參看下列各圖， Refer to figure below）
   同類棋，2 夾 1（或以上），排成直線（距離不限），其中無他類棋，夾敵棋即除之。
   1 piece (or more) interposed between 2 foe pieces, all of the same type, forming a straight line (distance between them unlimited, no piece of other type between), is removed.
2. **三角陣** **Triangle Array**
   帥、帥、用、用中任何 3 棋子排成三角形。
   Arrange any 3 of △⃝ , △⃝ , Ⓤ , Ⓤ , to form a triangle.
3. **多邊形陣** **Polygon Array**
   人（主、帥、官或兵）物（用、元或計）相間排成 4,5,......或 10 邊形。
   X(Ⓛ , △⃝ , □⃝ or Ⓟ) and Y (Ⓤ , ◎ or ⊕) alternately arranged to form 4,5......9 or 10 sided figure. (X: human being).

九陣圖　The 9 Arrays



注：　棋子入或經過敵陣即被吃去，不能吃去陣中及陣邊界上敵棋

Note: Pieces entering or passing foe array are captured at once, cannot capture foe pieces inside or in side of the array.

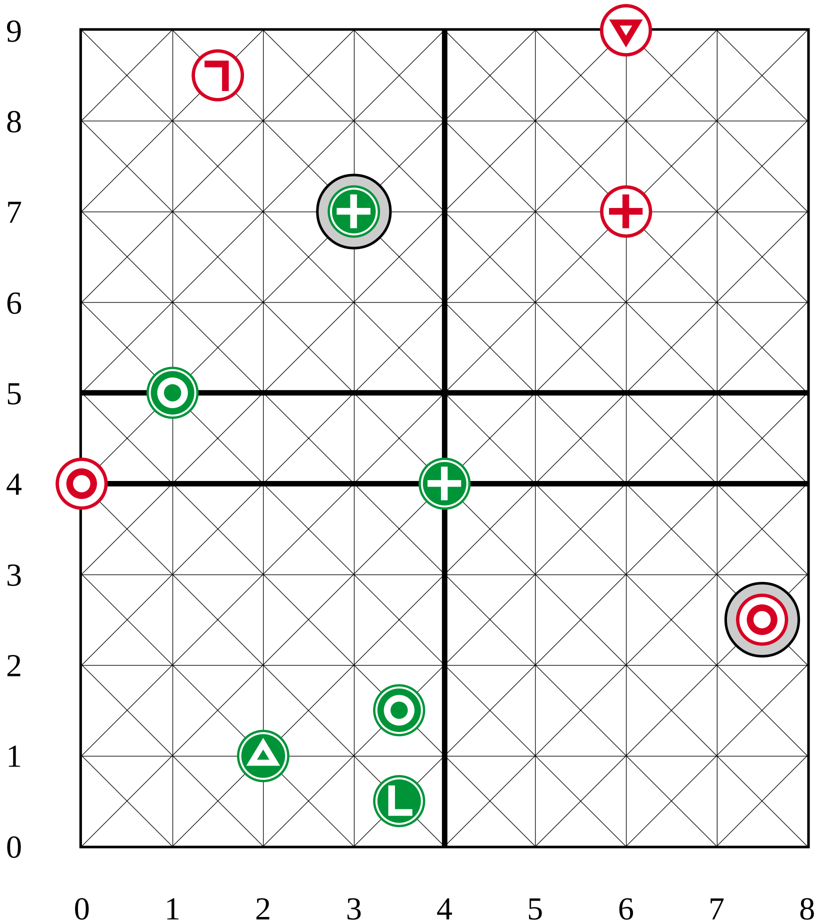


夾 陣 Double Array

7•4 – 6•6, X , 2•3 – 1•6, X 4•6,
X 6•6,

X : 吃去 removes

佈 陣 棋 子 位 置
positions of pieces forming array

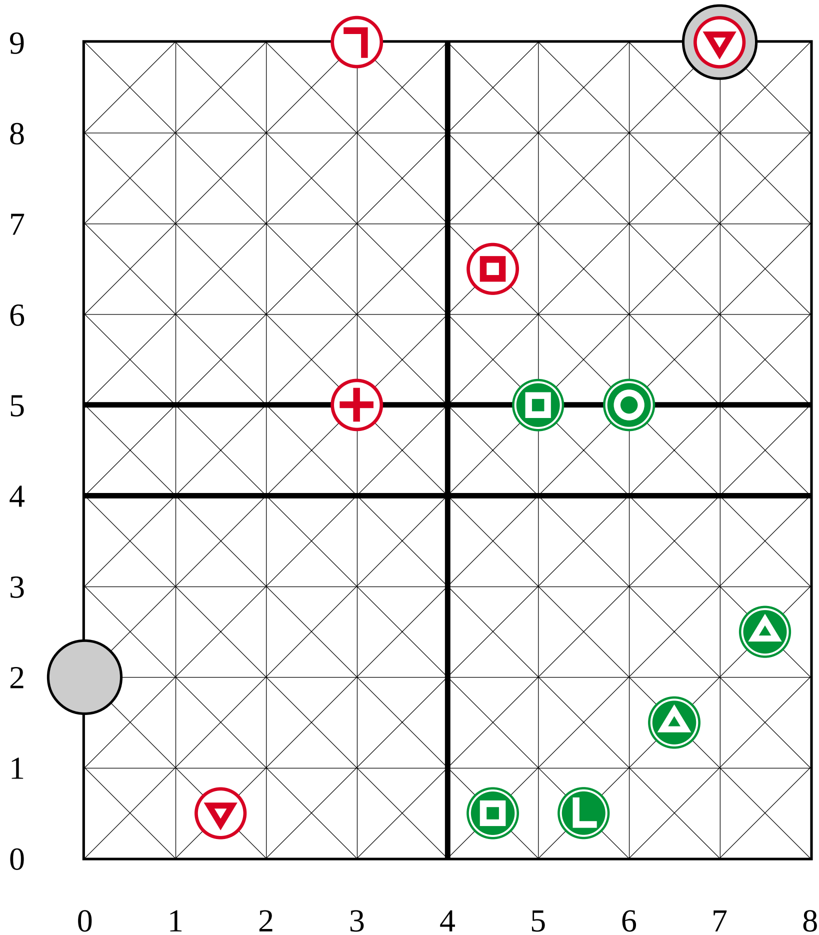


夾　陣　　　　Double Array

4•2 – 64　欲擒 ，
W, wants to capture

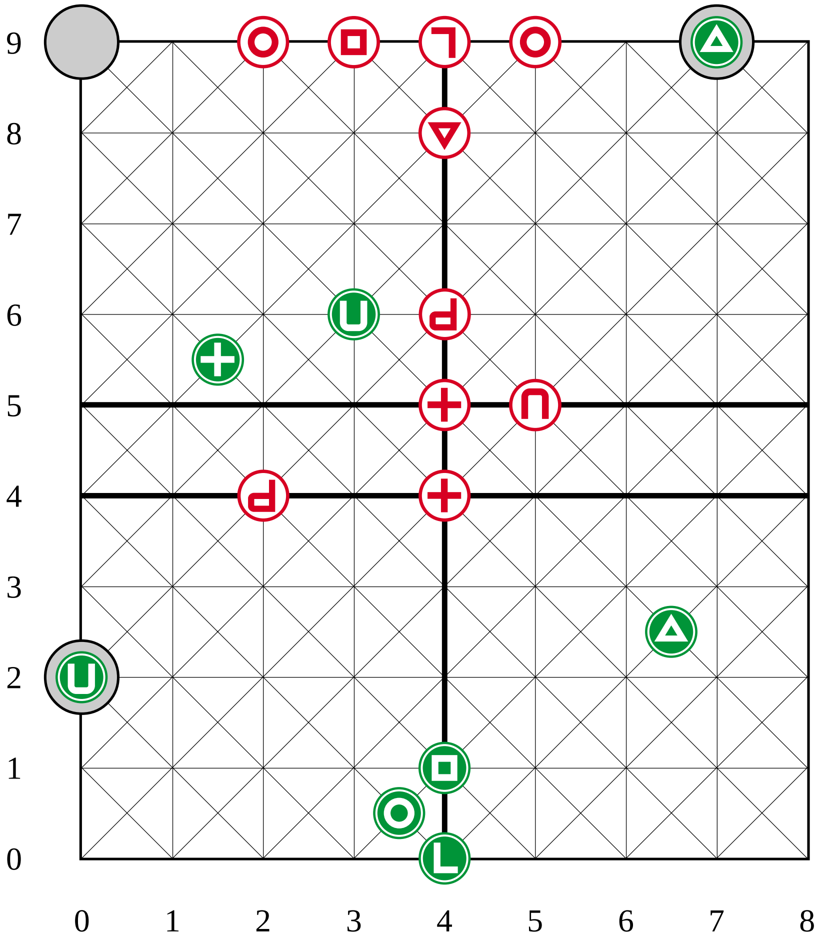
04　– 37 , X ,
X
（成陣 Array formed）

W ：警告　warning
(見 See Page 246 頁)



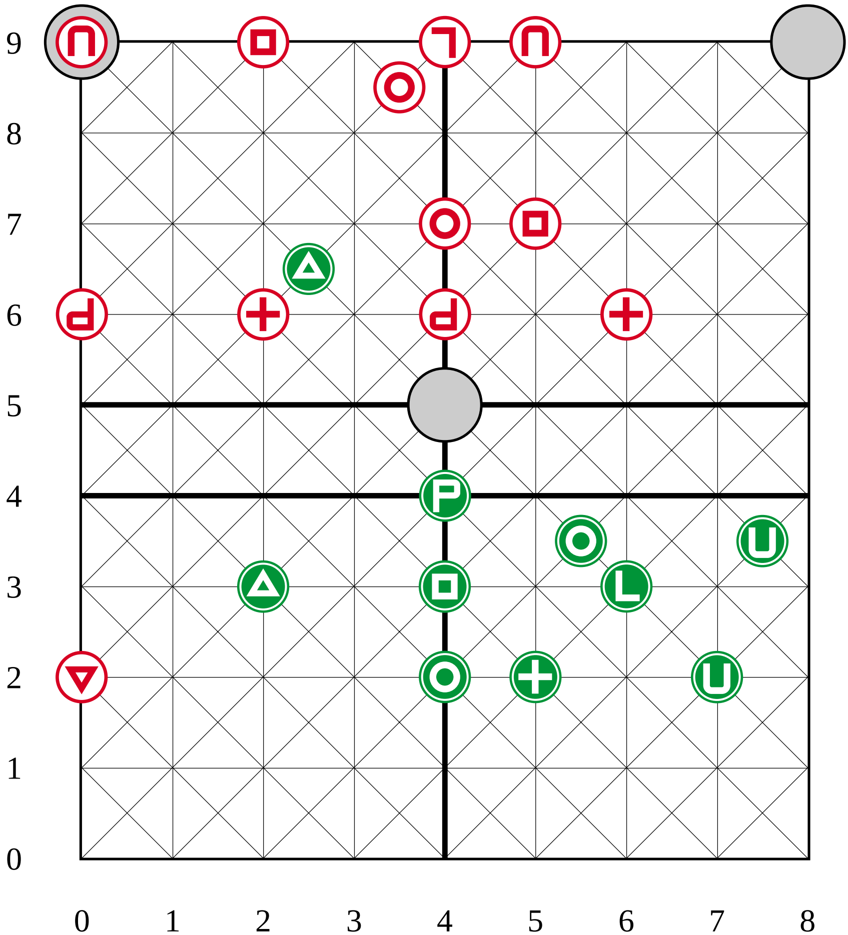
夾 陣 Double Array

65 – 35 , X
5•7 – 35 , X
7•2 – 35 , X , W,
欲 ,wants XX
2•1 – 02 , X , (成陣 Array formed)



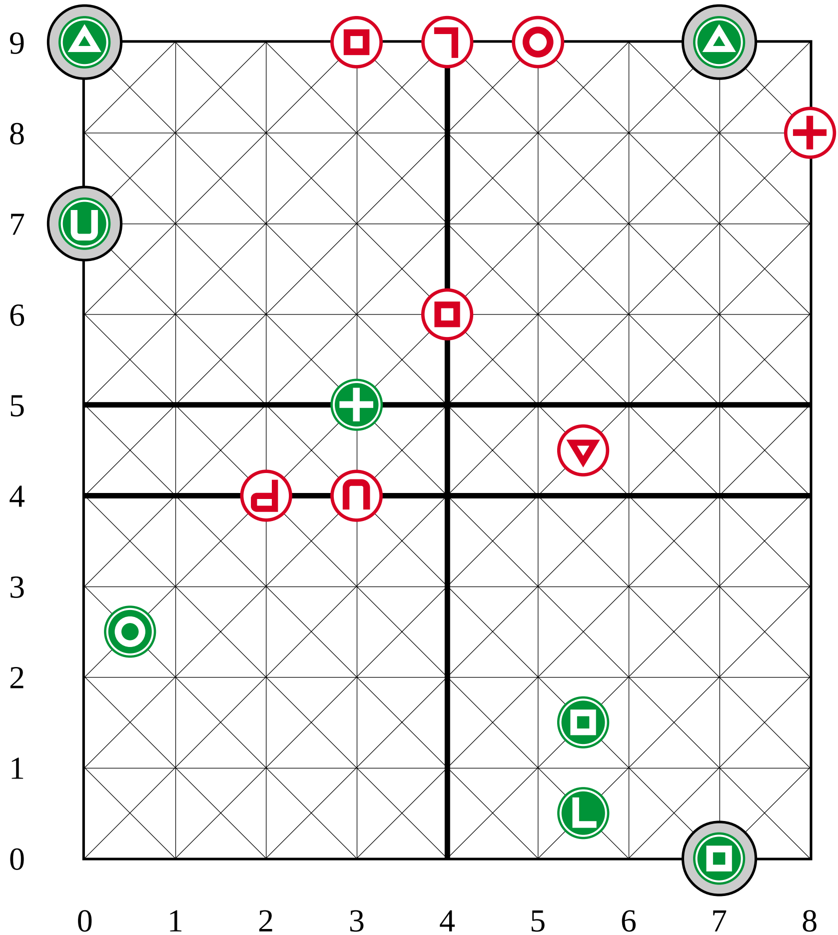
三 角 陣　　Triangle Array

2•6 – 24 , X ,　　45 – 24 , X
36 – 39 , X , W,　　49 – 39 , X
7•3 – 09 , (成陣 Array formed)
在陣中 , in array, W,
紅方不能破陣， 又不能離陣，故敗。
Red cannot break array, cannot leave array, thus, is beaten.



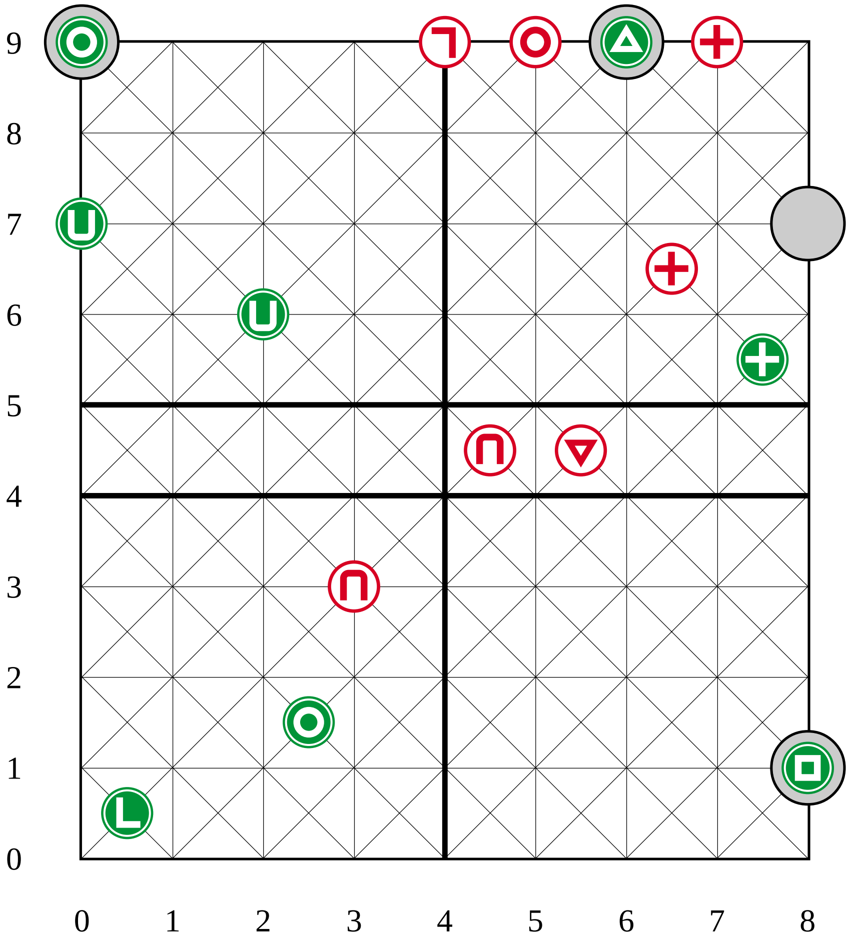
三 角 陣 Triangle Array

6•4 – 09,	29 – 09,	3•7 – 09,	4•9 – 39,
8•4 – 89,	59 – 89,	72 – 89,	57 – 59,
44 – 45,	47 – 45,	42 – 45,	46 – 45,
52 – 45,	26 – 45,	43 – 45,	66 – 45,
23 – 45,	成陣 Array formed, V		



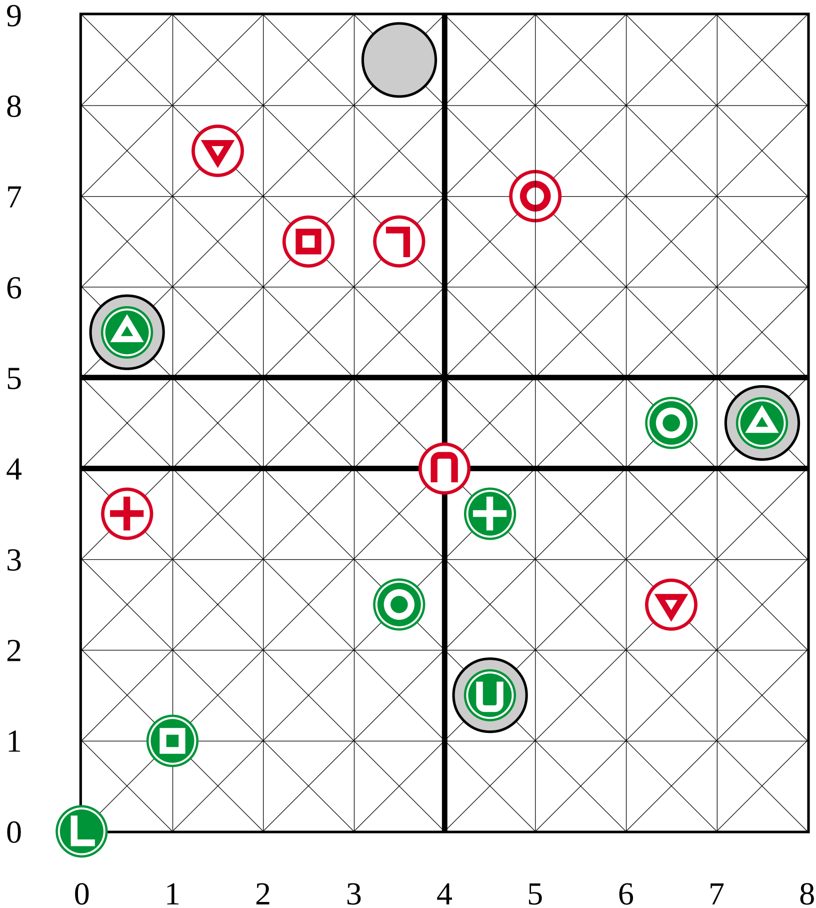
四 邊（形）陣　　Quadrilateral Array (4-sided)

35 – 56 W,　　46 – 56,
79 – 59,　　88 – 59,
1•3 – 79,
成陣 Arrayformed, V.



四 邊（形）陣 Quadrilateral Array

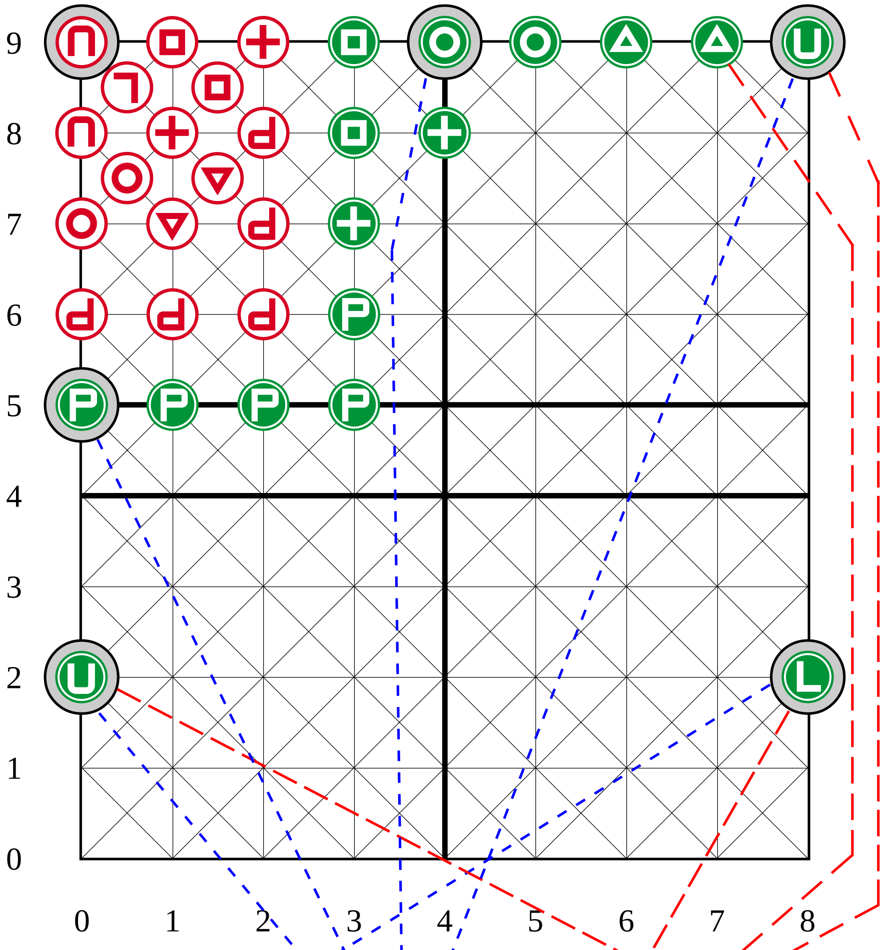
3•2 – 87 成 陣 forming Array
7•7 – 87 破 陣 Array broken
07 – 87 成 陣 forming Array
79 – 87 破 陣 Array broken
8•6 – 87, 6•5 – 87, 26 – 87 成 陣 forming Array, V.



四 邊（形）陣　（四子全在奇點）

Quadrilateral Array (4 pieces all in Ip)

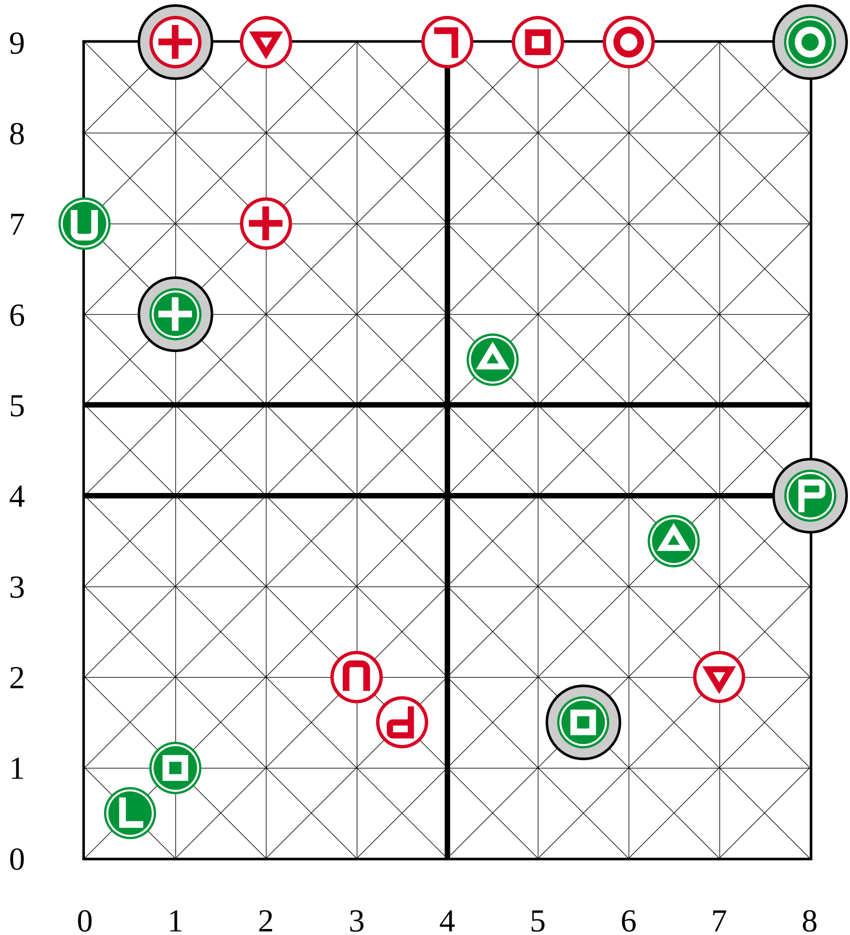
4•3 – 4•9　成 陣　forming Array, V



變 陣 （五邊陣 ⓁⓊⓅⓄⓊ 變四邊陣 ⓁⓊ△Ⓤ）破敵

Transform Array (ⓁⓊⓅⓄⓊ into ⓁⓊ△Ⓤ) to win

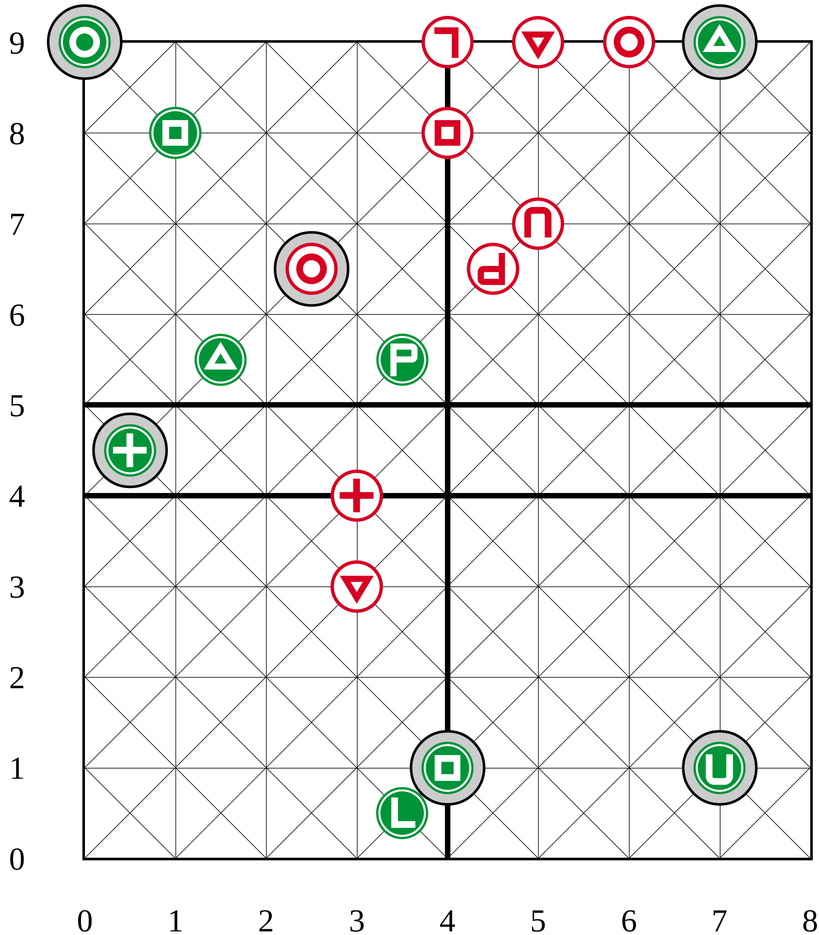
38 – 29,	2•9 – 29,	37 – 29,	1•8 – 29,
49 – 29,	07 – 29,	59 – 29,	19 – 29,
48 – 29,	09 – 29,	39 – 29,	17 – 07,
29 – 09,	08 – 09,	69 – 09,	07 – 09,
79 – 09,	成陣 Array formed, V		



五 邊（形）陣 **Pentagon Array** (5-sided)

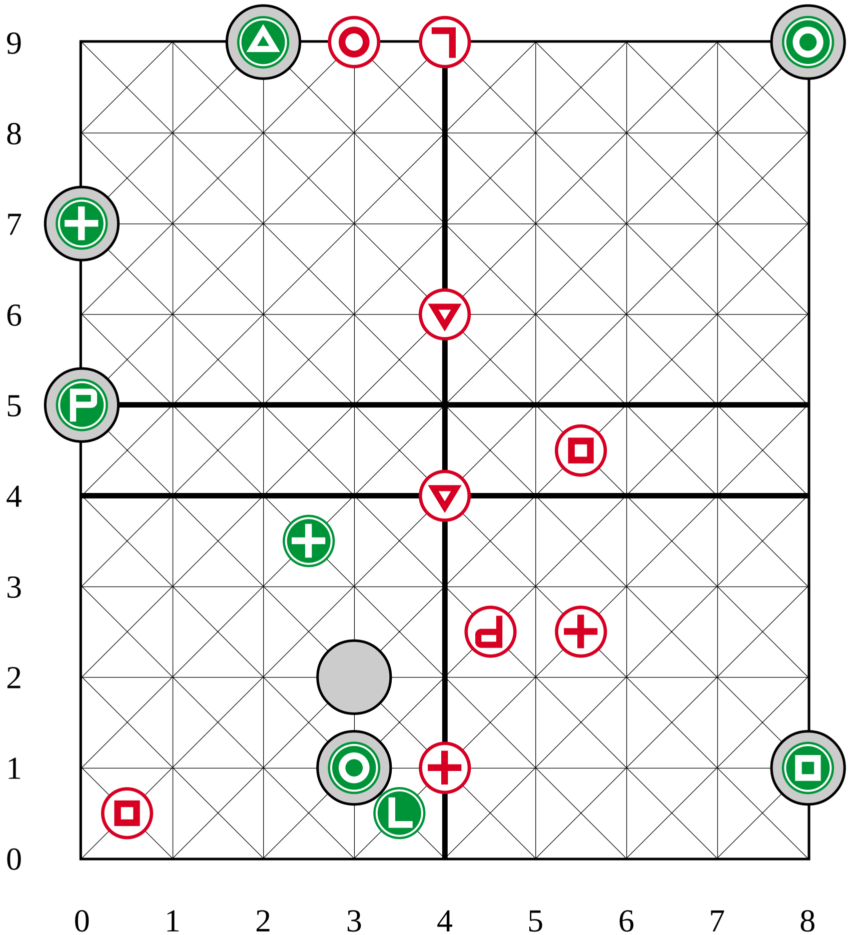
07 – 19 ,
5•6 – 19 ,
7•4 – 19 ,

27 – 19 ,
29 – 19 ,
成陣 Array formed, V



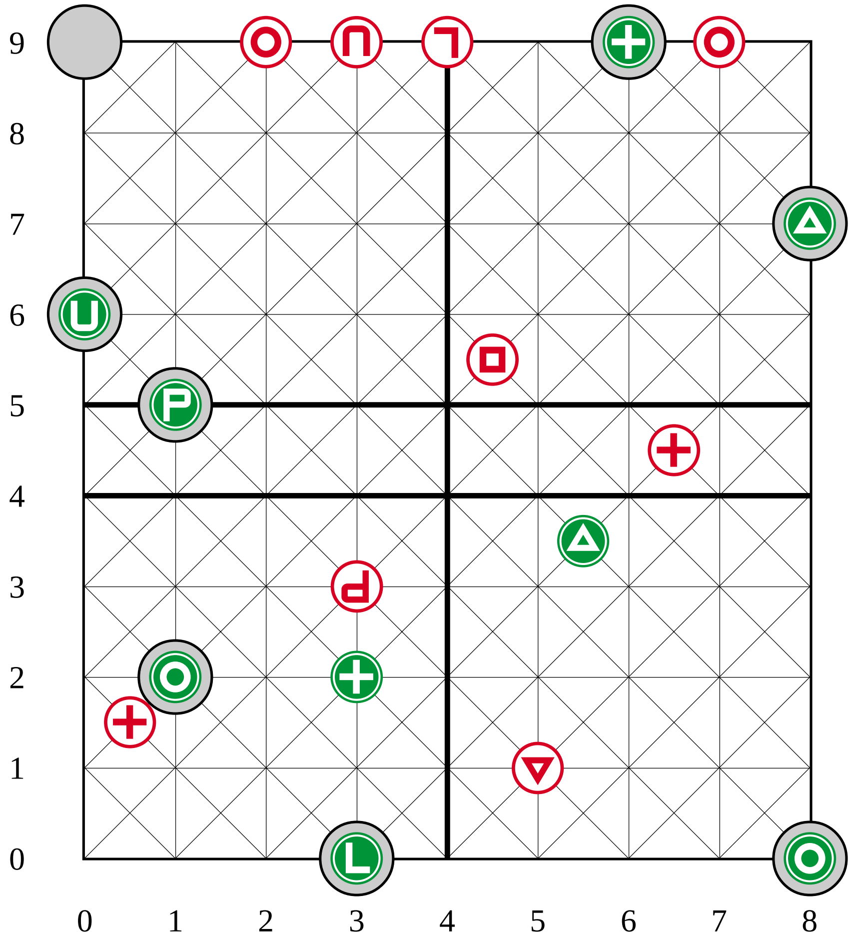
六 邊（形）陣　　**Hexagon Array** (6-sided)

4•6 – 3•7	成 陣	forming Array
48 – 3•7	破 陣	Array broken
18 – 3•7	成 陣	forming Array
59 – 3•7	破 陣	Array broken
2•6 – 3•7	成 陣	forming Array, V.



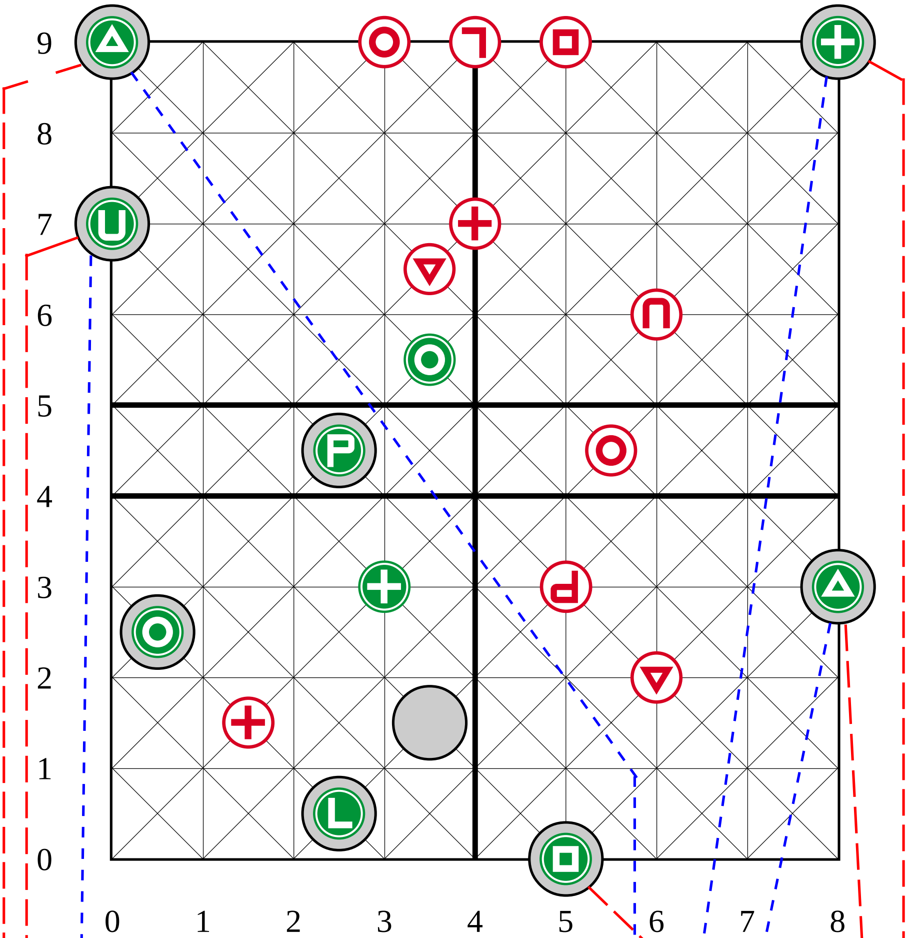
七 邊（形）陣　　**Heptagon Array** (7-sided)

3•4 – 32　　成 陣　forming Array, V



八 邊 陣 Octagon Array (8-sided)

6•4 – 09 成 陣 forming Array, V



九 邊（形）陣 **Nonagon Array**

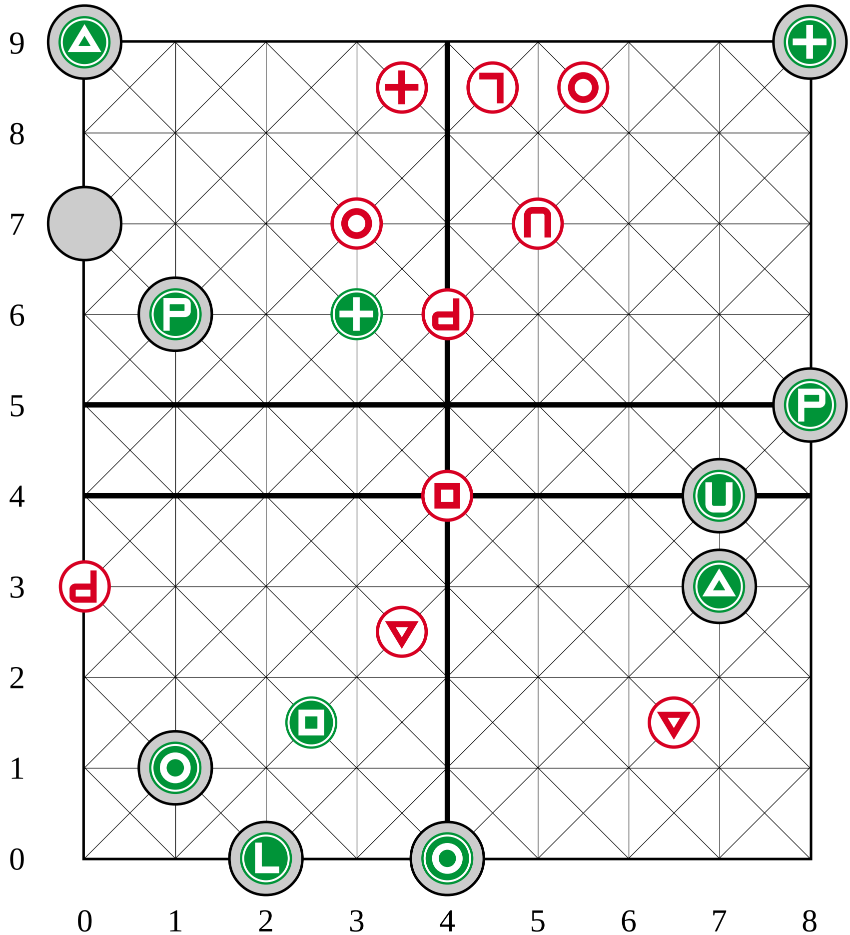
33 – 4•2 成 陣 forming Array, V.

如 If 07 – 03, 陣 Array :

4•7 – 03, 破 陣 breaks Array

如 If 50 – 61, 陣 Array :

62 – 61, 破 陣 breaks Array



十 邊 陣　　Decagon Array (10-sided)

36 – 07　　成 陣　forming Array, V

5. 大宇宙棋 136 局
136 Games of Great Cosmic Chess

第 1 組： 基本局： 第 1 局 – 第 12 局
Set 1: Basic Games: Game 1 – Game 12

1.	正局	： 三角形局	**Direct** Game	:	**Triangle** Shaped Game
2.	正局	： 上大人形局	**Direct** Game	:	上大人 Shaped Game
3.	正局	： **CITY** 形局	**Direct** Game	:	**CITY** Shaped Game
4.	奇局	： 正方形局	**Indirect** Game	:	**Square** Shaped Game
5.	奇局	： **701** 形局	**Indirect** Game	:	**701** Shaped Game
6.	奇局	： 縱長方形局	**Indirect** Game	:	**Vertical Rectangle** Game
7.	奇正局	： 六邊形局	**Indirect-Direct** Game	:	**Hexagon** Shaped Game
8.	奇正局	： 中形局	**Indirect-Direct** Game	:	中 Shaped Game
9.	奇正局	： **UN** 形局	**Indirect-Direct** Game	:	**UN** Shaped Game
10.	正奇局	： 心形局	**Direct-Indirect** Game	:	**Heart** Shaped Game
11.	正奇局	： **LILY** 形局	**Direct-Indirect** Game	:	**LILY** Shaped Game
12.	半正奇局	： **22** 形局	**Half Direct-Indirect** Game	:	**22** Shaped Game

第 2 組： 附加局： 第 13 局 – 第 24 局
Set 2: Additional Games: Game 13 – Game 24

13.	正局	： 對稱局	**Direct** Game	:	**Symmetric** Game
14.	正局	： **OK** 形局	**Direct** Game	:	**OK** Shaped Game
15.	奇局	： 橫長方形局	**Indirect** Game	:	**Horizontal Rectangle** Game
16.	奇局	： 眼鏡形局	**Indirect** Game	:	**Spectacles** Shaped Game
17.	奇局	： 三角形局	**Indirect** Game	:	**Triangle** Shaped Game
18.	奇局	： 日形局	**Indirect** Game	:	日 Shaped Game
19.	半正奇局	： 斜方形局	**Half D•I** Game	:	**Sloping Square** Game

20.	奇正局	：	梯形局	**Indirect-Direct** Game ： **Trapezium** Game	
21.	奇正局	：	三角形局	**Indirect-Direct** Game ： **Triangle** Shaped Game	
22.	正奇局	：	縱六邊形局	**Direct-Indirect** Game ： **Vertical Hexagon** Game	
23.	正奇局	：	火箭形局	**Direct-Indirect** Game ： **Rocket** Shaped Game	
24.	正奇局	：	空三角形局	**Direct-Indirect** Game ： **Hollow Triangle** Game	

第 3 組： 額外局： 第 25 局 – 第 136 局 （正局）
Set 3: Extra Games: Game 25 – Game 136 (Direct Games)

第 1 類： 形狀局 Type 1: Shaped Games

25.	空心三角形局	**Hollow Triangle** Shaped Game
26.	倒三角形局	**Inverted Triangle** Shaped Game
27.	縱三角形局	**Vertical Triangle** Shaped Game
28.	封鎖局	**Blocked** Game
29.	包圍局	**Surrounding** Game
30.	空心正方形局	**Hollow Square** Shaped Game
31.	立方體形局	**Cube** Shaped Game
32.	橫空長方形局	**Hollow Horizontal Rectangle** Shaped Game
33.	菱形局	**Rhombus** Shaped Game
34.	縱菱形局	**Vertical Rhombus** Shaped Game
35.	倒梯形局	**Inverted Trapezium** Shaped Game
36.	縱梯形局	**Vertical Trapezium** Shaped Game
37.	曲尺（**L**）形局	**L** Shaped Game
38.	縱眼鏡形局	**Vertical Spectacles** Shaped Game
39.	五邊形局	**Pentagon** Shaped Game
40.	六邊形局	**Hexagon** Shaped Game

41.	七**邊**形局	**Heptagon** Shaped Game
42.	八**邊**形局	**Octagon** Shaped Game
43.	九**邊**形局	**Nonagon** Shaped Game
44.	十**邊**形局	**Decagon** Shaped Game
45.	**寶劍**形局	**Sword** Shaped Game
46.	**箭**形局	**Arrow** Shaped Game
47.	火**箭**形局	**Rocket** Shaped Game
48.	山**峰**形局	**Peaks** Shaped Game
49.	**螺旋**形局	**Spiral** Shaped Game
50.	兵士形局	**Soldier** Shaped Game
51.	**戰艦**形局	**Warship** Shaped Game
52.	**坦克車**形局	**Tank** Shaped Game
53.	**長頸鹿**形局	**Giraffe** Shaped Game
54.	**馬**形局	**Horse** Shaped Game

第 2 類： 數字局　**Type 2: Numerals Games**

55.	**12** 形局	**12** Shaped Game
56.	**25** 形局	**25** Shaped Game
57.	**32** 形局	**32** Shaped Game
58.	**35** 形局	**35** Shaped Game
59.	**1001** 形局	**1001** Shaped Game
60.	**111•11** 形局	**111•11** Shaped Game
61.	**1 + 4** 形局	**1 + 4** Shaped Game
62.	**9 – 8** 形局	**9 – 8** Shaped Game
63.	**2 x 7** 形局	**2 x 7** Shaped Game
64.	**1 / 6** 形局	**1 / 6** Shaped Game
65.	$1\,{}^{1}/_{7}$ 形局	$1\,{}^{1}/_{7}$ Shaped Game
66.	6^{2} 形局	6^{2} Shaped Game
67.	**1 x 1 = 1** 形局	**1 x 1 = 1** Shaped Game

Type 3: Chinese Characters Games

68.	古字局	古 Game	**69.**	今字局	今 Game
70.	子字局	子 Game	**71.**	女字局	女 Game
72.	仁字局	仁 Game	**73.**	心字局	心 Game
74.	外字局	外 Game	**75.**	公字局	公 Game
76.	平字局	平 Game	**77.**	元字局	元 Game
78.	方字局	方 Game	**79.**	市字局	市 Game
80.	左字局	左 Game	**81.**	未字局	未 Game
82.	戈字局	戈 Game	**83.**	永字局	永 Game
84.	立字局	立 Game	**85.**	北字局	北 Game
86.	上下字局	上下 Game	**87.**	大小字局	大小 Game
88.	天下字局	Game	**89.**		Game
90.		Game	**91.**		Game
92.		Game	**93.**		Game
94.		Game	**95.**		Game
96.		Game	**97.**		Game
98.		Game	**99.**		Game
100.		Game	**101.**		Game
102.		Game	**103.**		Game

Type 4: English Words Games

104.	**ACT**	**ACT** Game	**105.**	**AT**	**AT** Game
106.	**B**	**B** Game	**107.**	**BY**	**BY** Game
108.	**CID**	**CID** Game	**109.**	**CIVIL**	**CIVIL** Game
110.	**DO**	**DO** Game	**111.**	**EEC**	**EEC** Game
112.	**FIX**	**FIX** Game	**113.**	**GO**	**GO** Game
114.	**HE**	**HE** Game	**115.**	**ICE**	**ICE** Game
116.	**IS**	**IS** Game	**117.**	**JP**	**JP** Game
118.	**KIT**	**KIT** Game	**119.**	**LLD**	**LLD** Game

120.	**LOVE**	**LOVE** Game	**121.**	**MY**	**MY** Game
122.	**NE**	**NE** Game	**123.**	**OILY**	**OILY** Game
124.	**PM**	**PM** Game	**125.**	**QC**	**QC** Game
126.	**RD**	**RD** Game	**127.**	**SOIL**	**SOIL** Game
128.	**TIE**	**TIE** Game	**129.**	**TO**	**TO** Game
130.	**UK**	**UK** Game	**131.**	**USA**	**USA** Game
132.	**VISIT**	**VISIT** Game	**133.**	**WILL**	**WILL** Game
134.	**XL**	**XL** Game	**135.**	**YES**	**YES** Game
136.	**ZIP** □ □	**ZIP** Game			

註 Note :

1. 弈者應先選弈第 **1–12** 局，再進至第 **13–24** 局。
Players should first choose Games **1–12** to play and then progress to Games **13–24**.

2. 其餘第 25 – 136 局，可隨意自選。
The rest, Games 25 – 136, are optional extras.

3. 正弈法用正局，奇弈法：奇局，奇正弈法：任何局（全部）。
Direct Playing Mode: use Direct Games, Indirect Playing Modes: Indirect Games. Direct-Indirect Playing Modes: all (or any) games.

4. 如黑、紅棋子全部**相對應地斜行 1 點**，正局變奇局，奇變正，正奇變奇正，奇正變正奇。（參看第　　頁）
If all Black and Red pieces **correspondingly move 1 point diagonally**, Direct Game changes to Indirect Game, Indirect to Direct, D•I to I•D, I•D to D•I. (Refer to Page 11)

5. 如黑、紅棋子全部相對應地**橫**或**縱**行　點，可得另　**同類**局。
If all Black and Red pieces correspondingly move 1 point **horizontally** or **vertically**, a new game of the **same** type results.

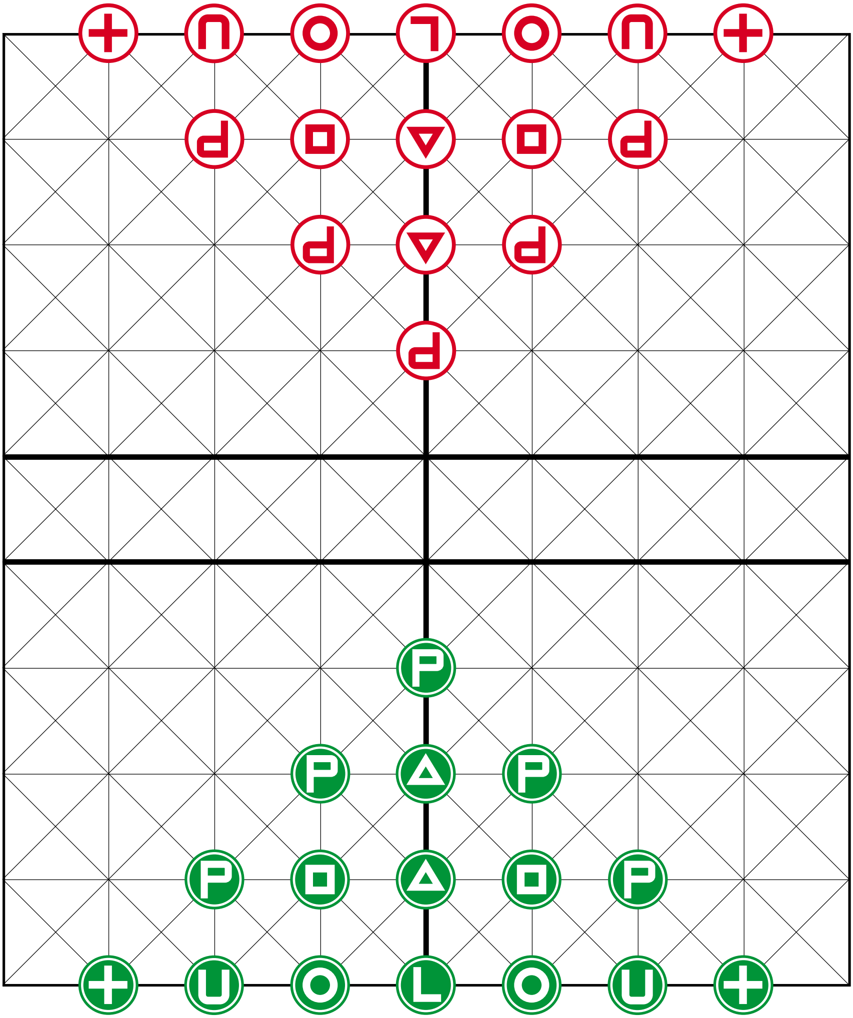
6. 因此， 136 局可變成很多各類局。
Thus, 136 games may change to many various types of games.

7. 慣例及本書各圖：

黑（藍或綠）棋，（ 南方或國， **S** ），先行。
紅棋（ 北方或國， **N** ），後行。

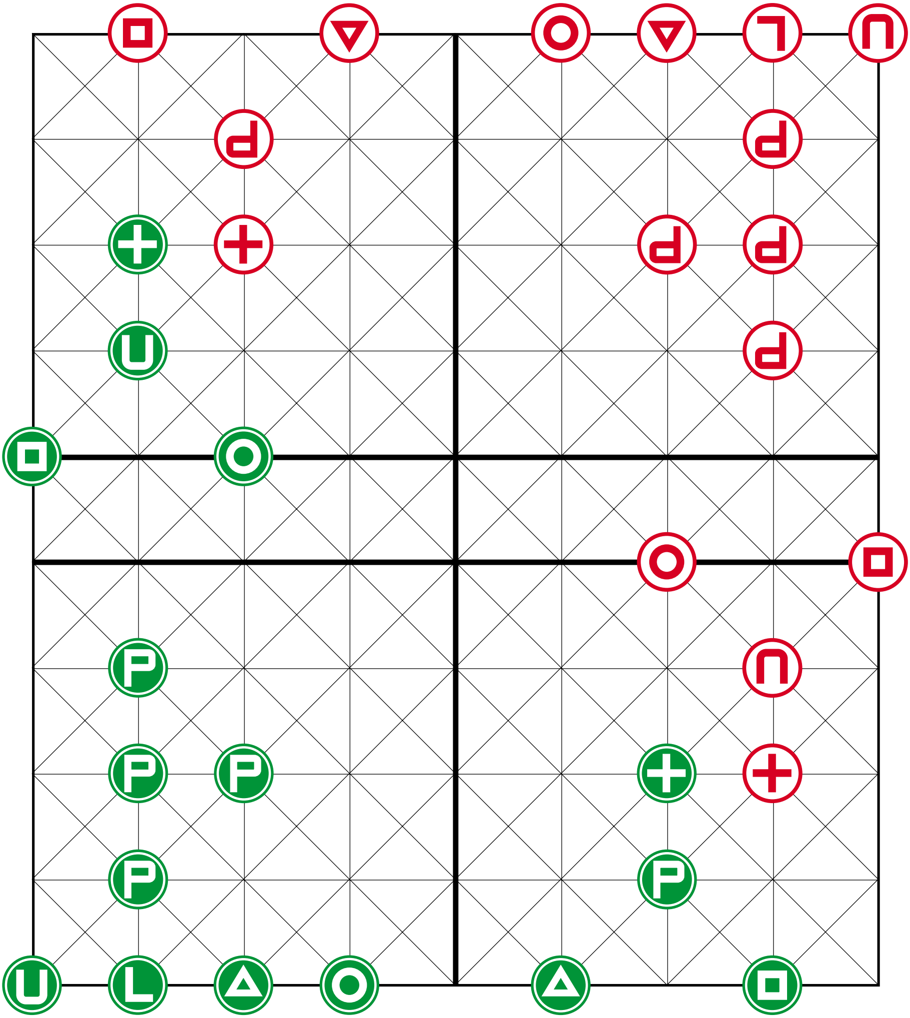
Convention and for all diagrams in this book :

Black (or Blue or Green) piece (South State / Side, **S**) moves first.
Red piece (North State / Side, **N**) moves next.



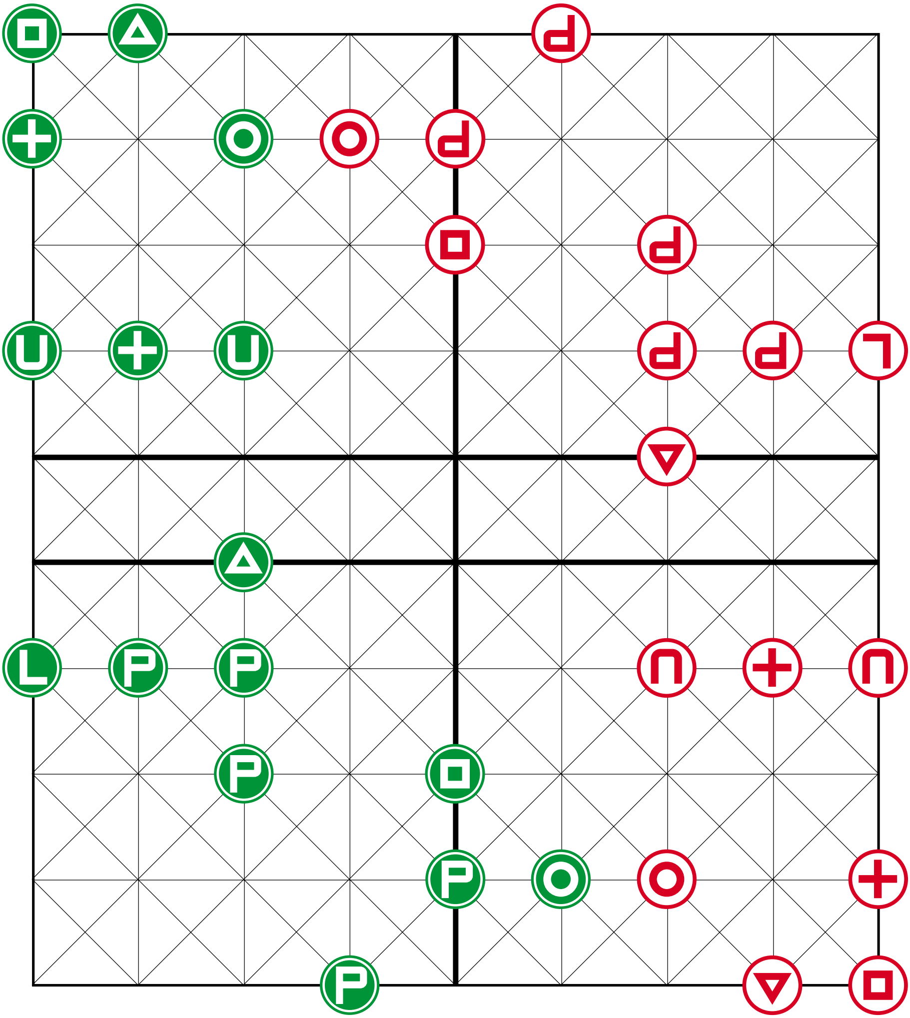
1. 三 角 形 局 Triangle Shaped Game

如各黑紅棋相對應地左（或右）橫移一點，可得另二正局。
如各黑紅棋相對應地左（或右）斜上一點，又得另二奇局。
If all Black & Red pieces correspondingly move 1 Dp to left (or right), 2 more Direct games result.
If all Black & Red pieces correspondingly move 1 Ip to left (or right), 2 extra Indirect games result.



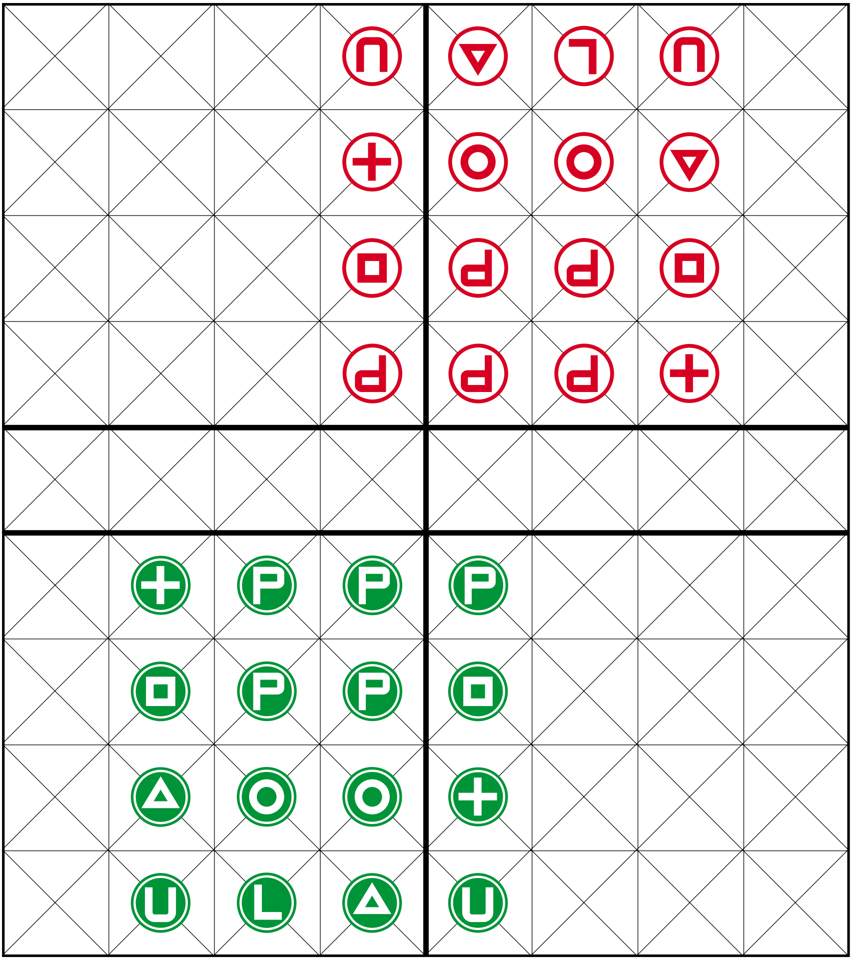
2. 人上人 形 局

Shaped Game



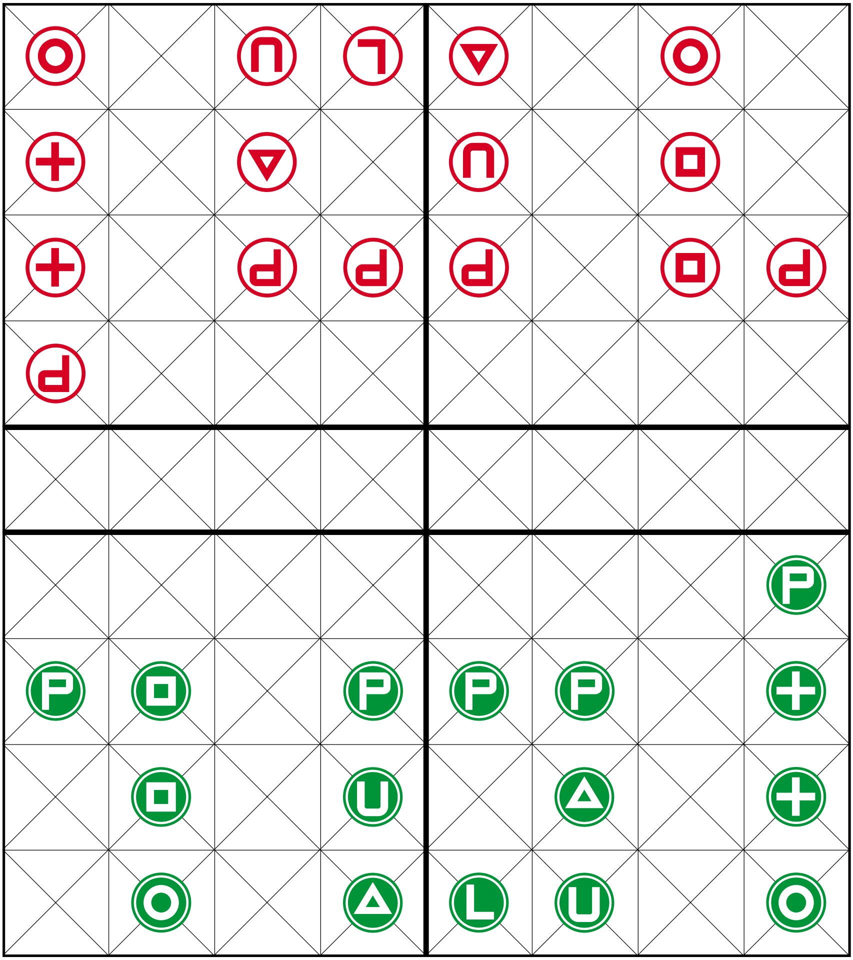
3. **CITY** 形 局

Shaped Game



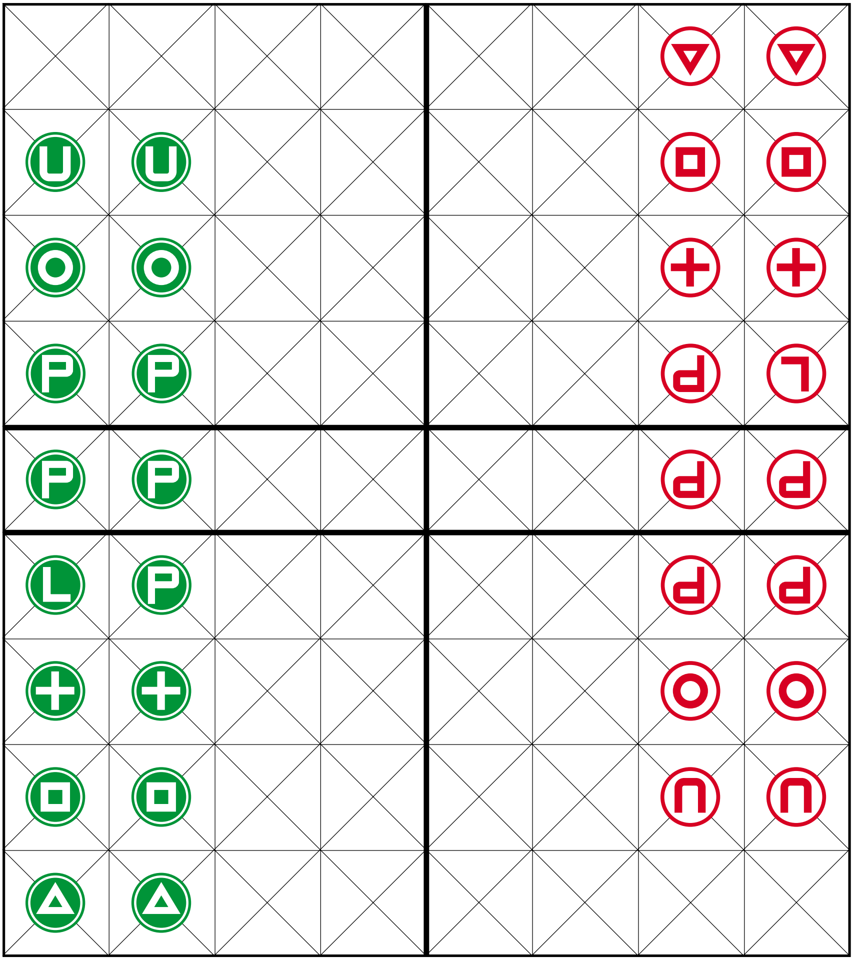
4. 正 方 形 局

Square Shaped Game



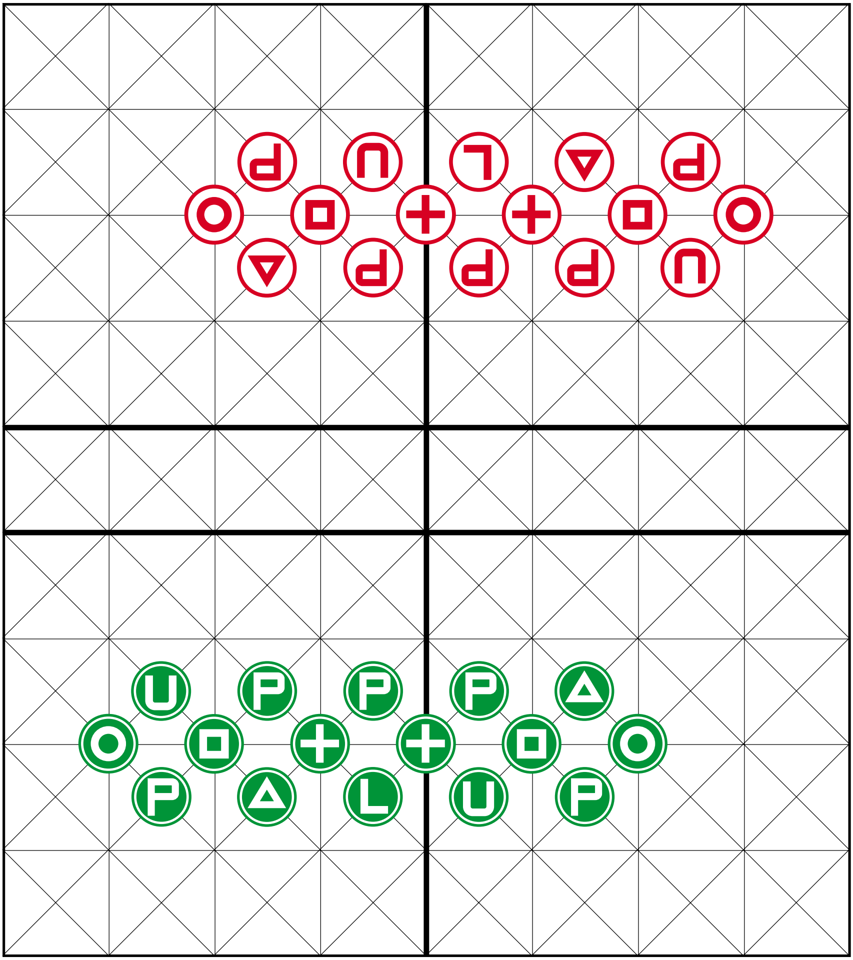
5. **701** 形 局

Shaped Game



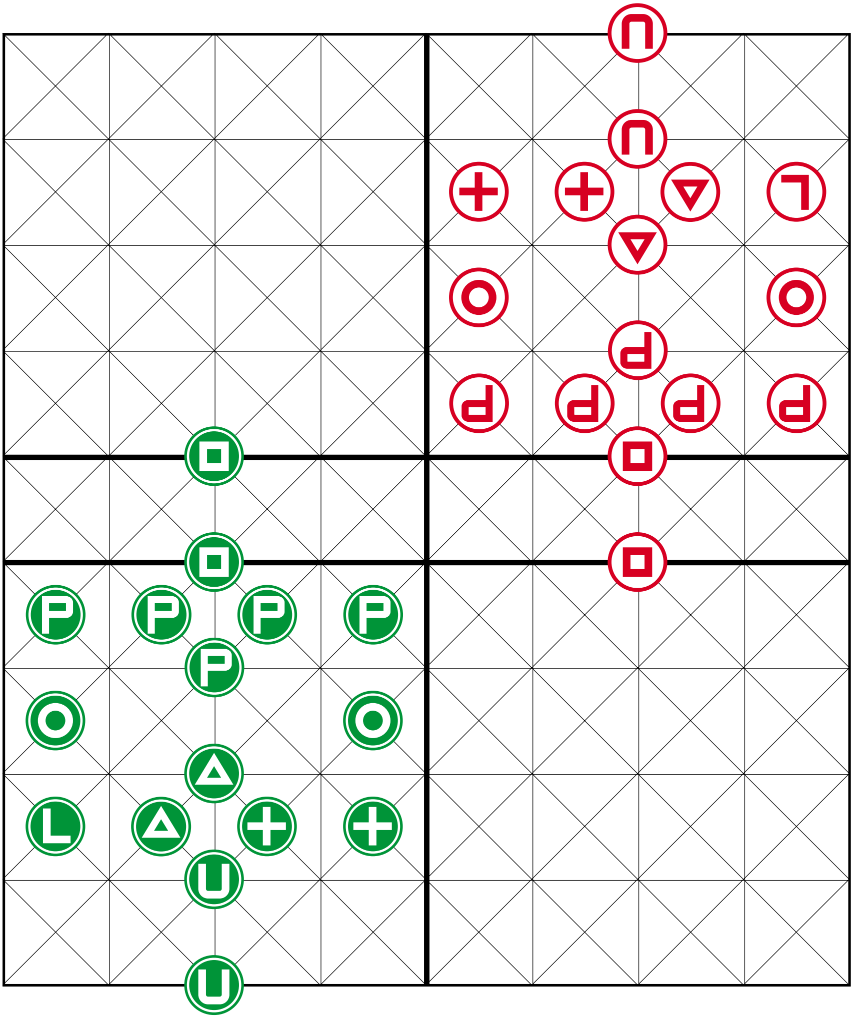
6. 縱 長 方 形 局

Vertical Rectangle Shaped Game



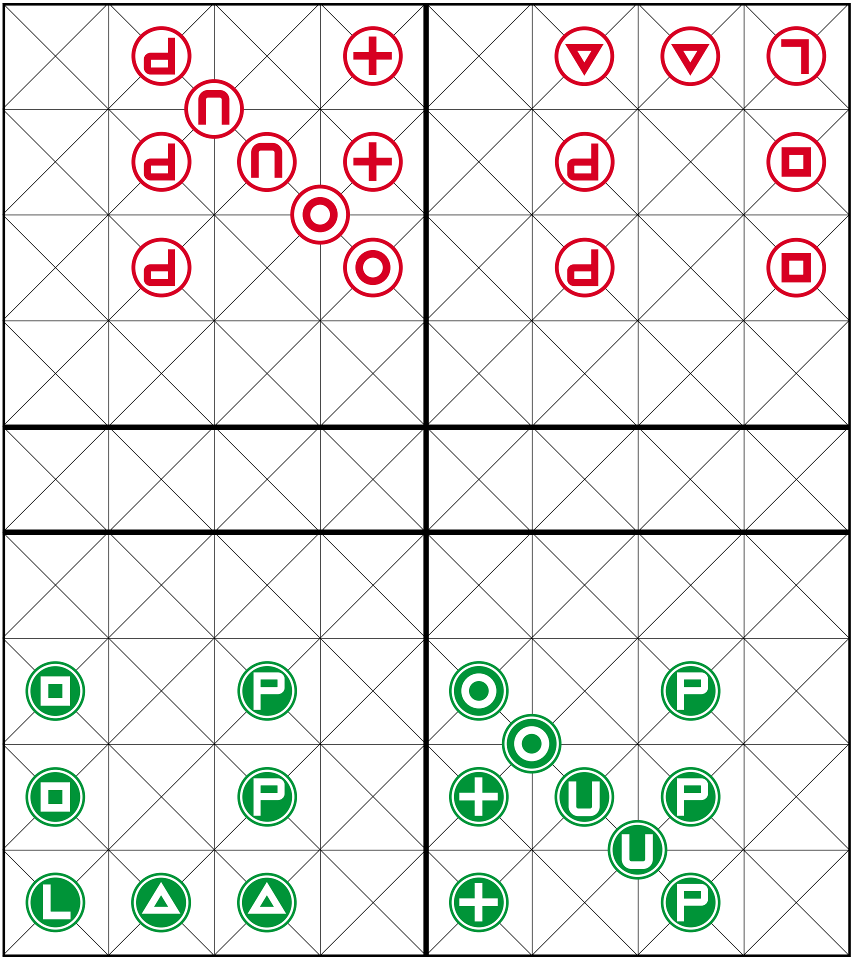
7. 實 心 六 邊 形 局

Solid Hexagon Game



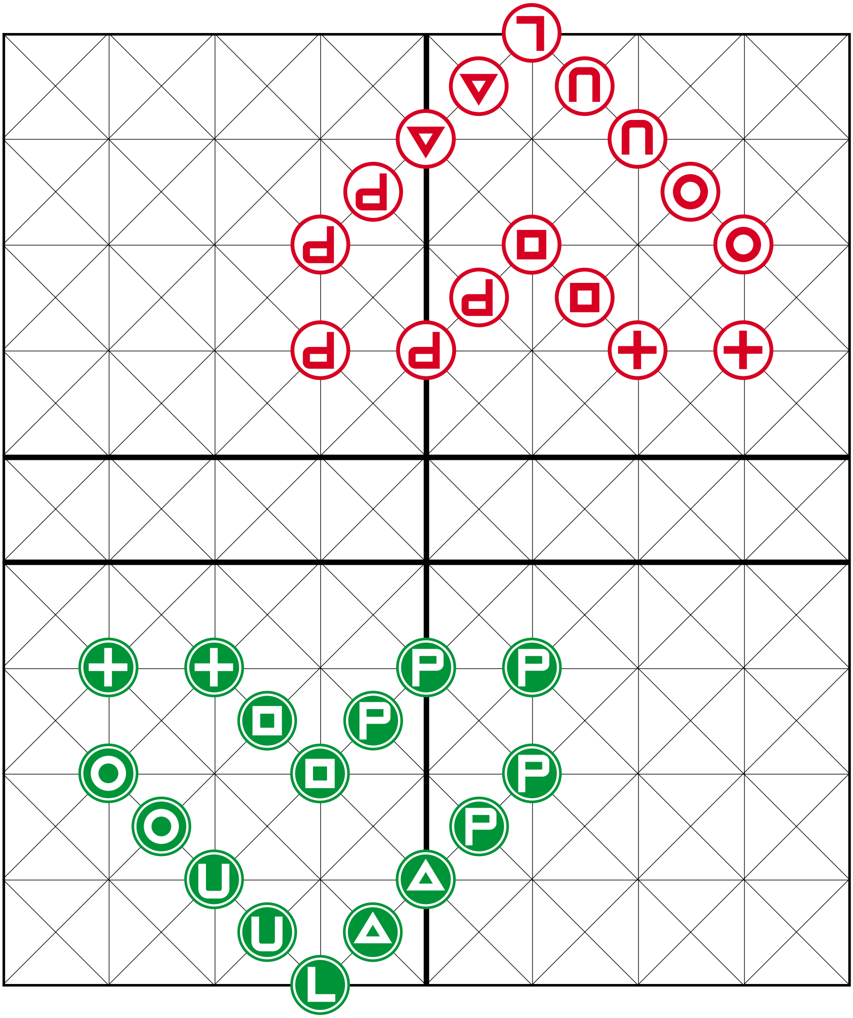
8. 中 字　局

Shaped Game



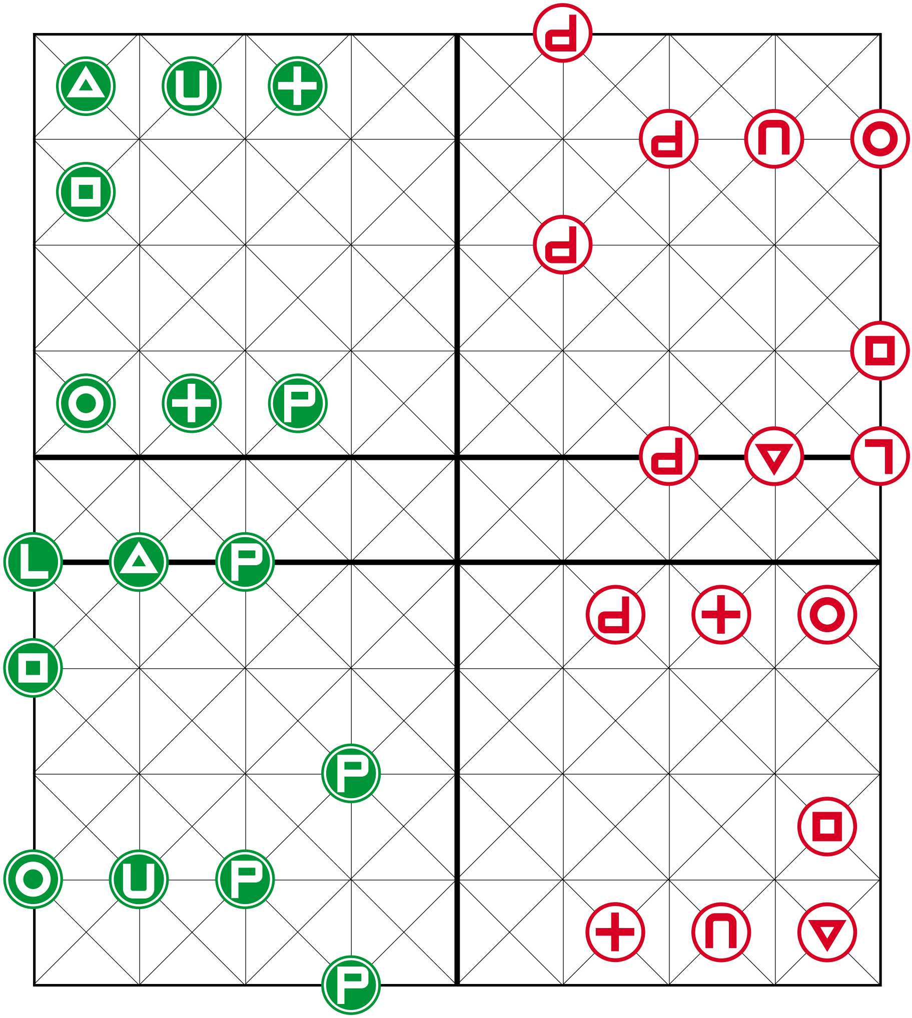
9. # UN 形　局

Shaped Game



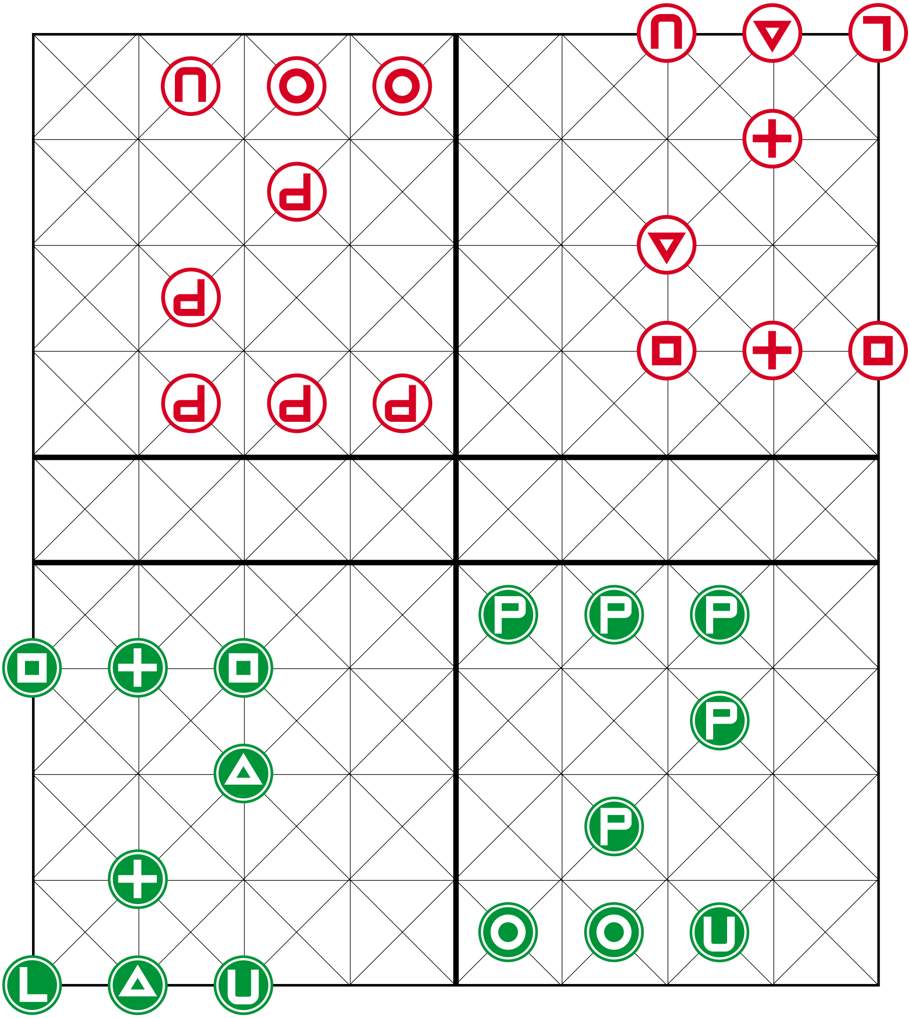
10. 心 形 局

Heart Shaped Game



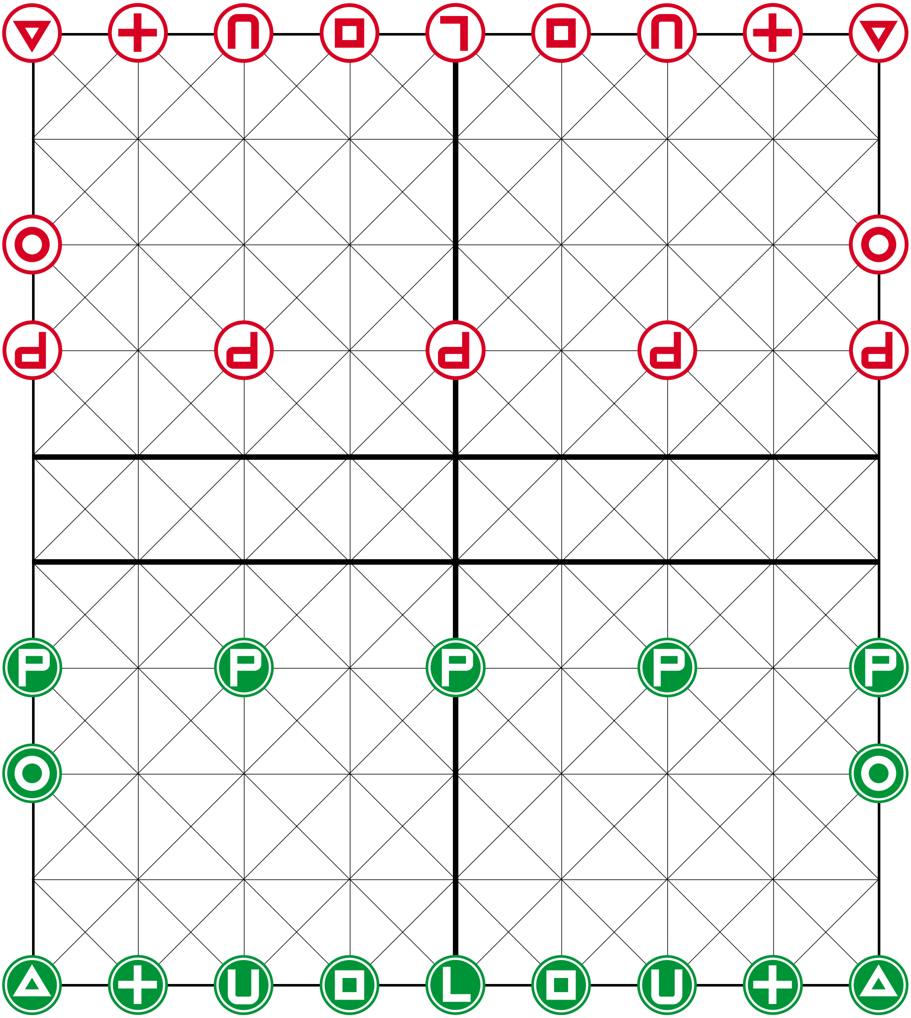
11. **LILY** 形 局

Shaped Game



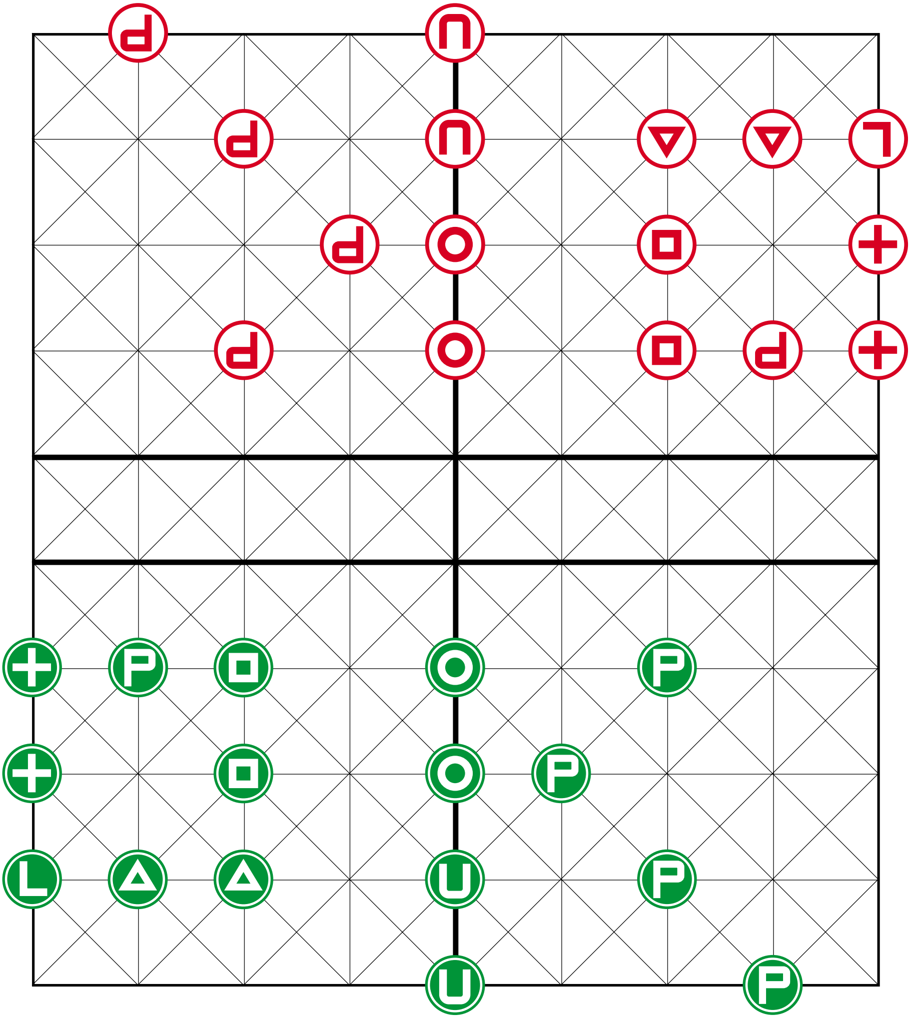
12. **22** 形　局

Shaped Game



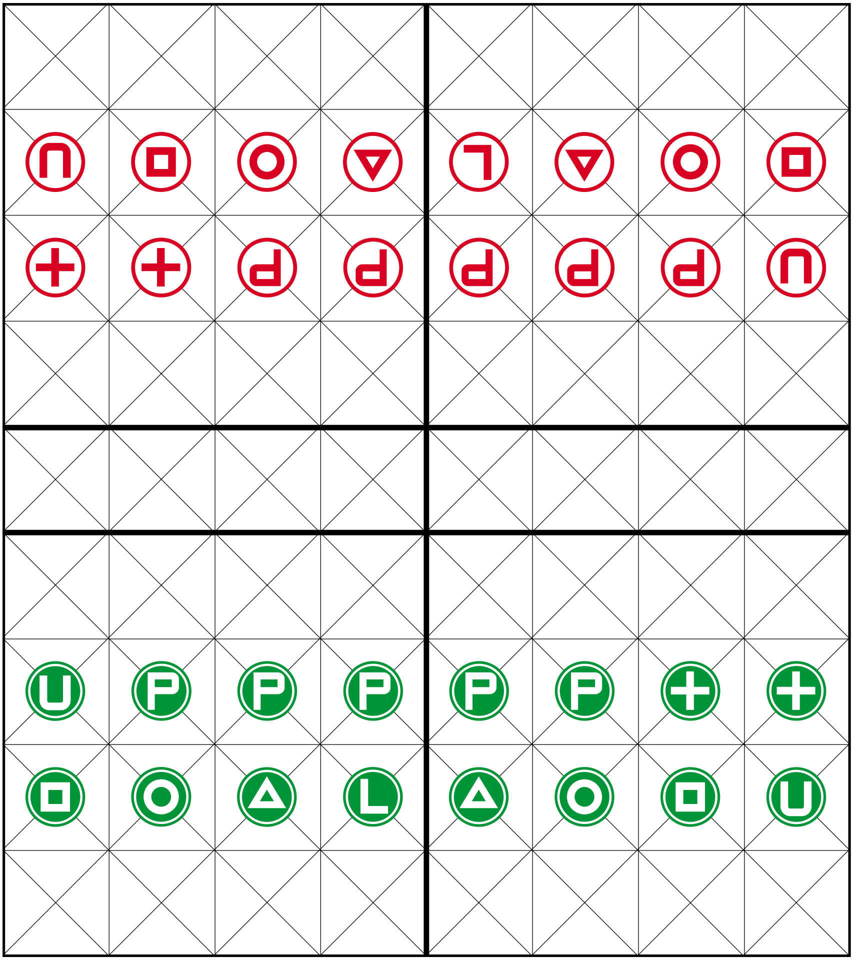
13.　　對　稱　局

Symmetric Game



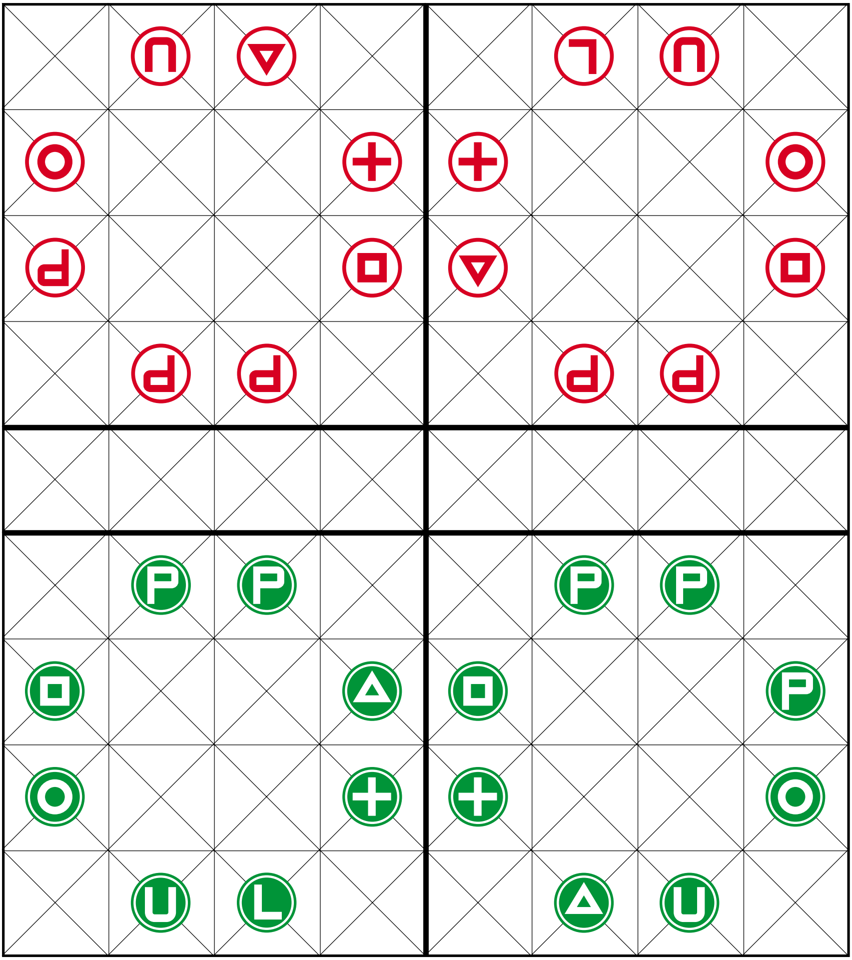
14. **OK** 形 局

Shaped Game



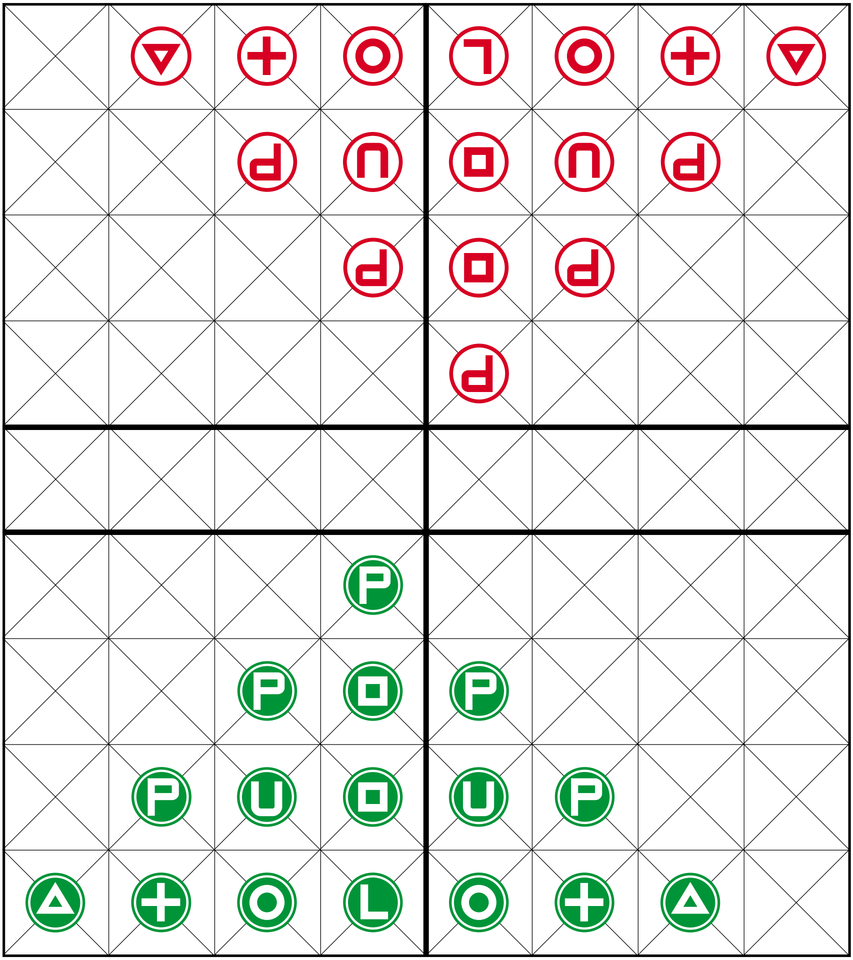
15. 橫 長 方 形 局

Horizontal Rectangle Game



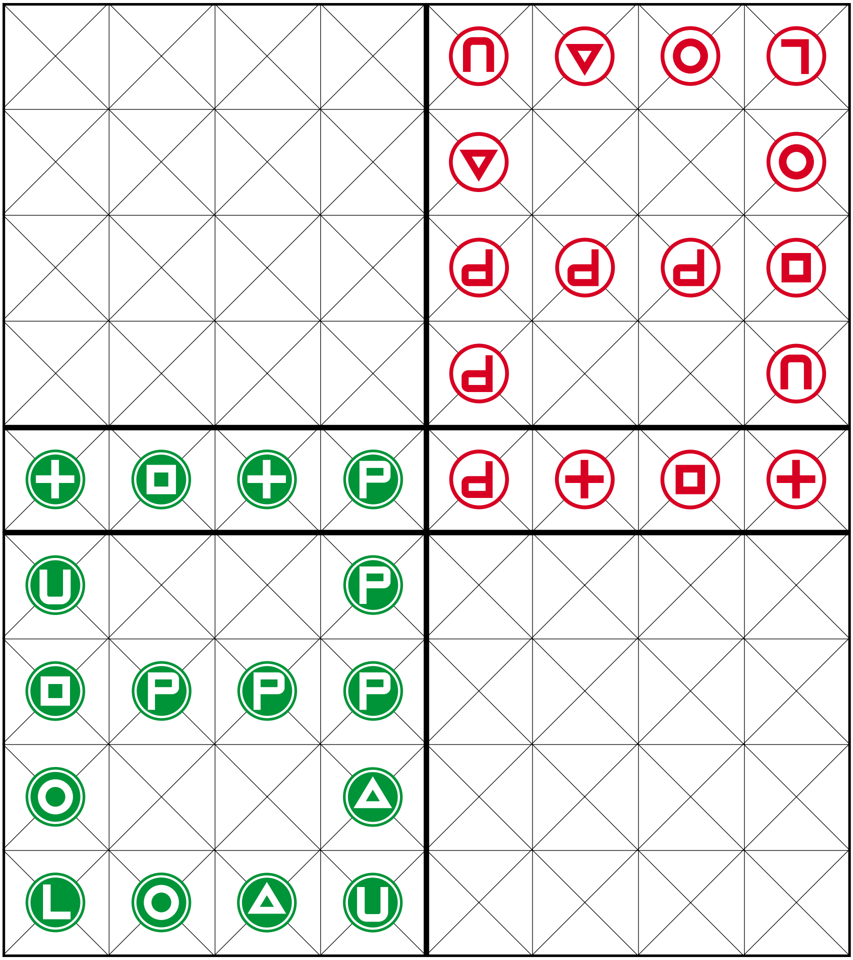
16. 眼 鏡 形 局

Spectacles Shaped Game



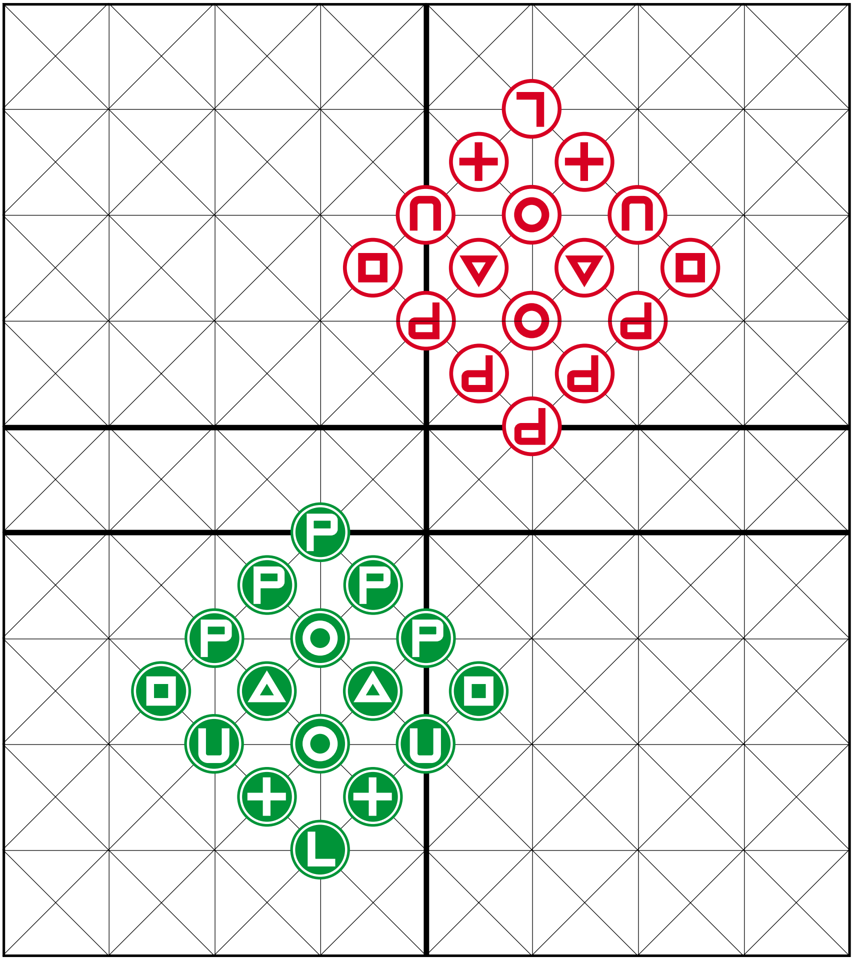
17. 三 角 形 局

Triangle Shaped Game



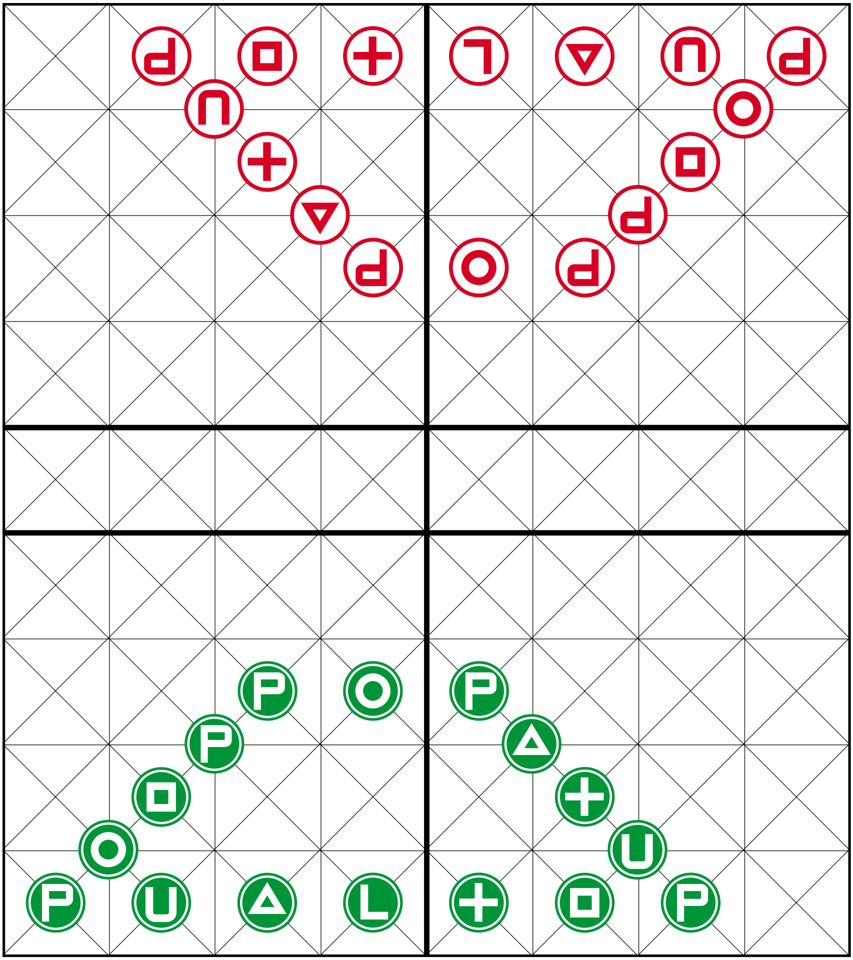
18. 日（字）形局

Shaped Game



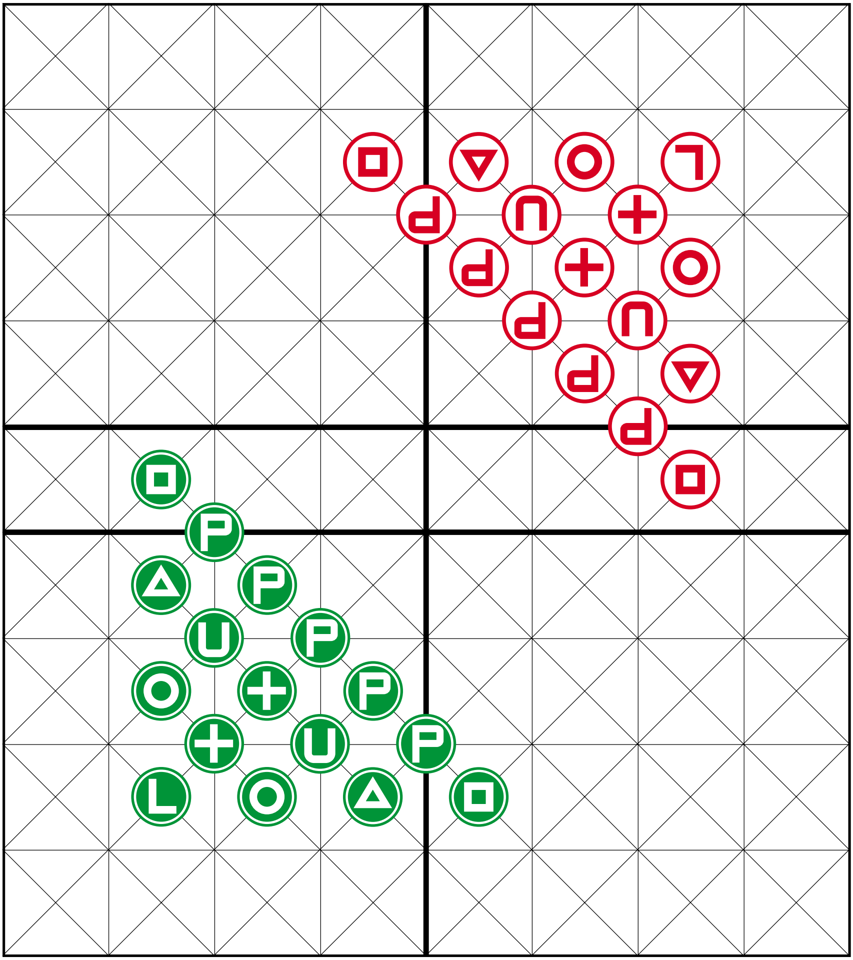
19. 斜 方 形 局

Sloping Square Shaped Game



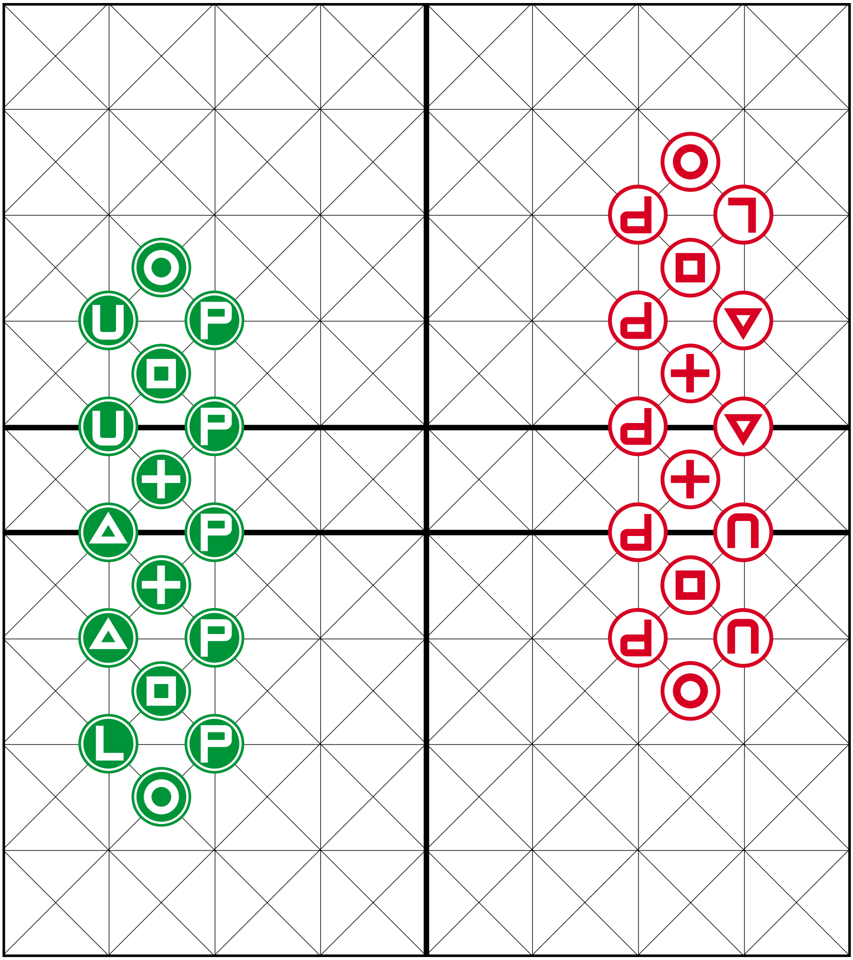
20. 梯 形 局

Trapezium Shaped Game



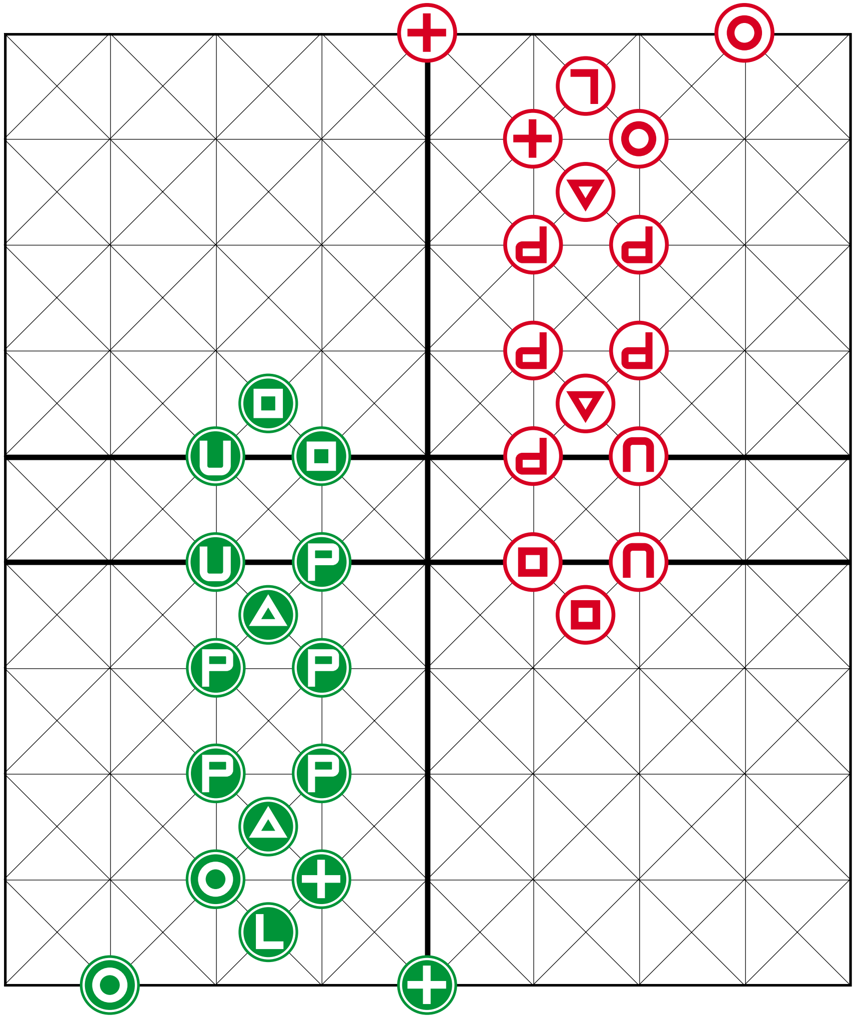
21. 三 角 形 局

Triangle Shaped Game



22. 縱 六 邊 形 局

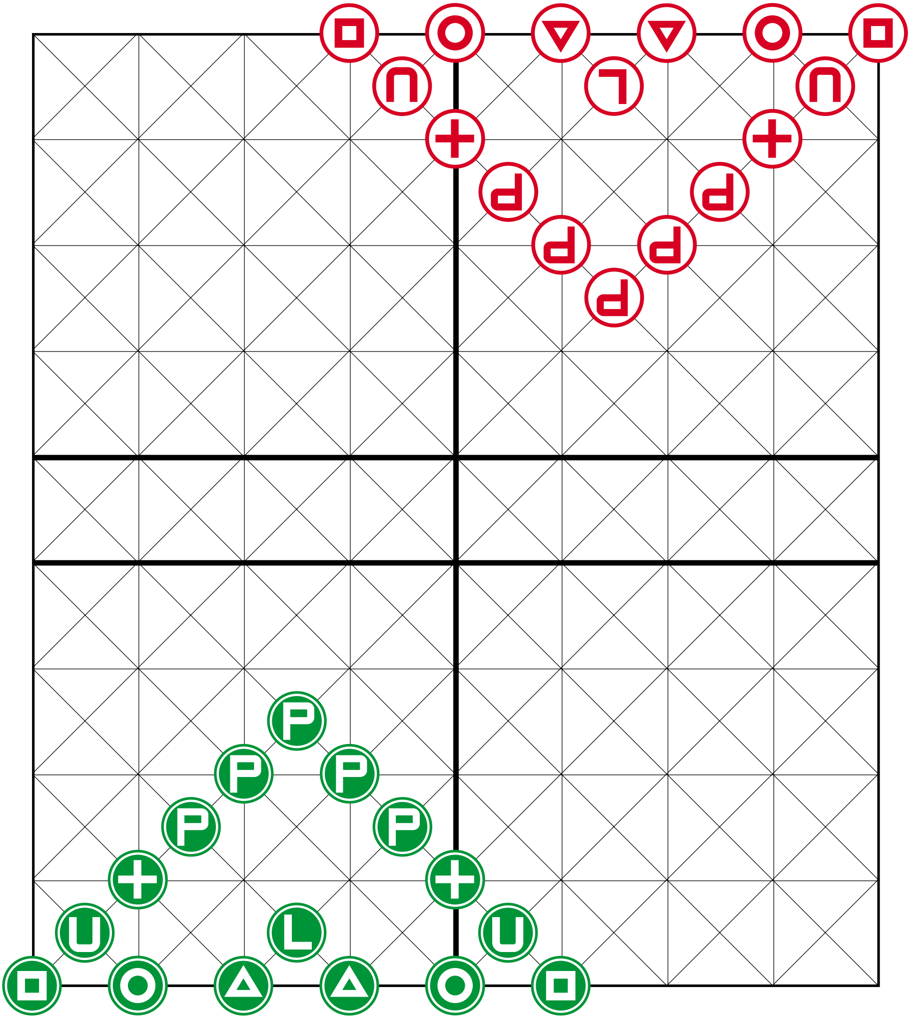
Vertical Hexagon Shaped Game



23. 火 箭 形 局 （正奇局）

Rocket Shaped Game

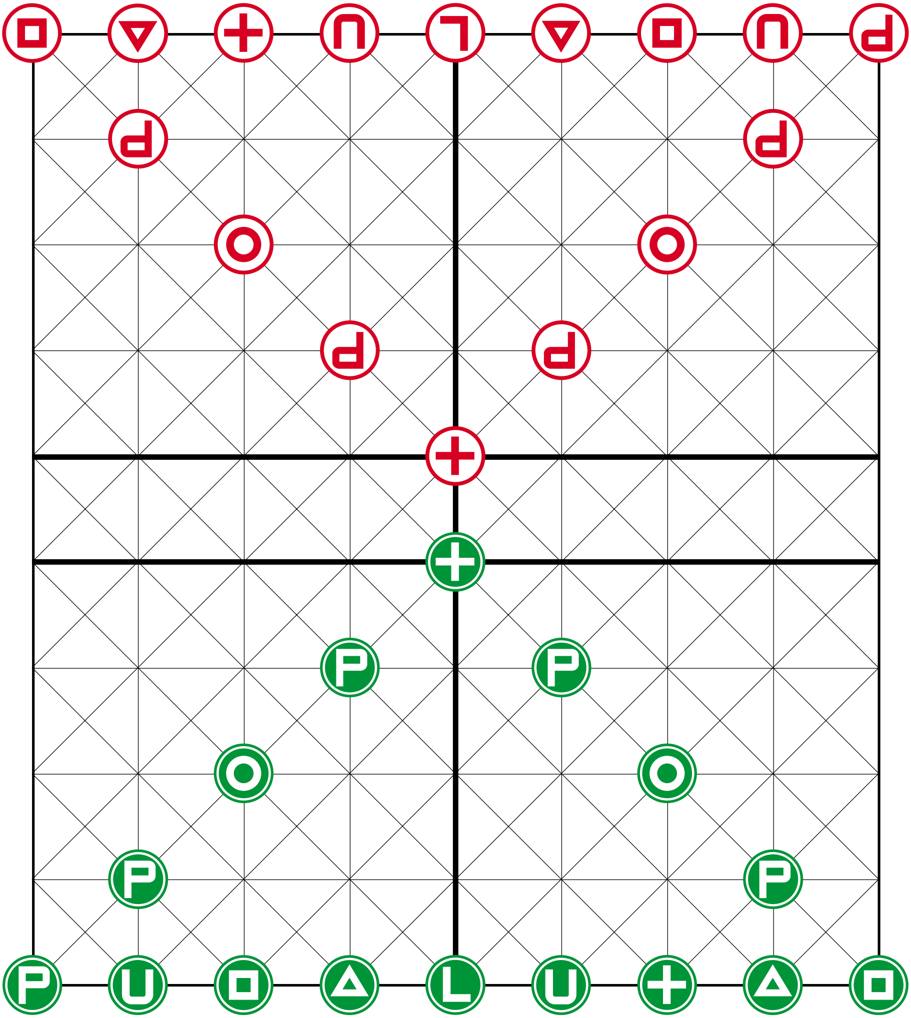
(Direct-Indirect Game)



24. 空　心　三　角　局　（正奇局）

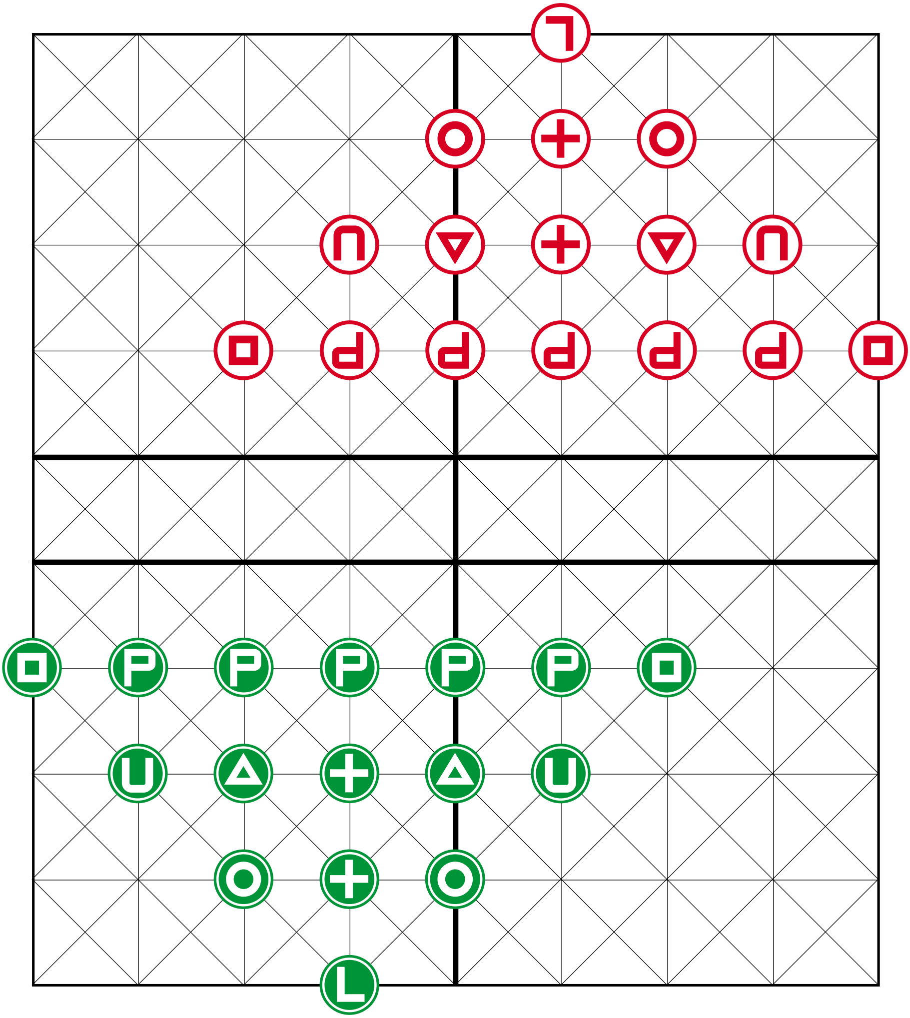
Hollow Triangle Shaped Game

(Direct-Indirect Game)



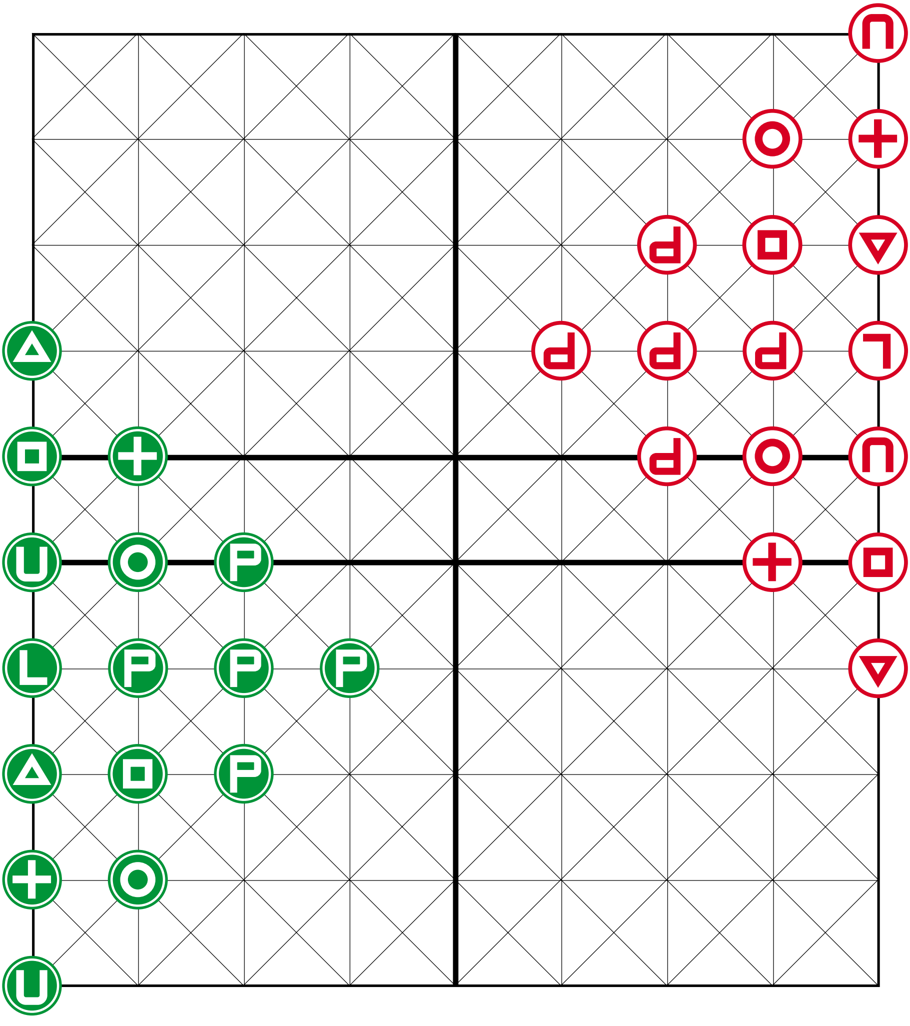
25. 大 三 角 形 局

Big Triangle Shaped Game



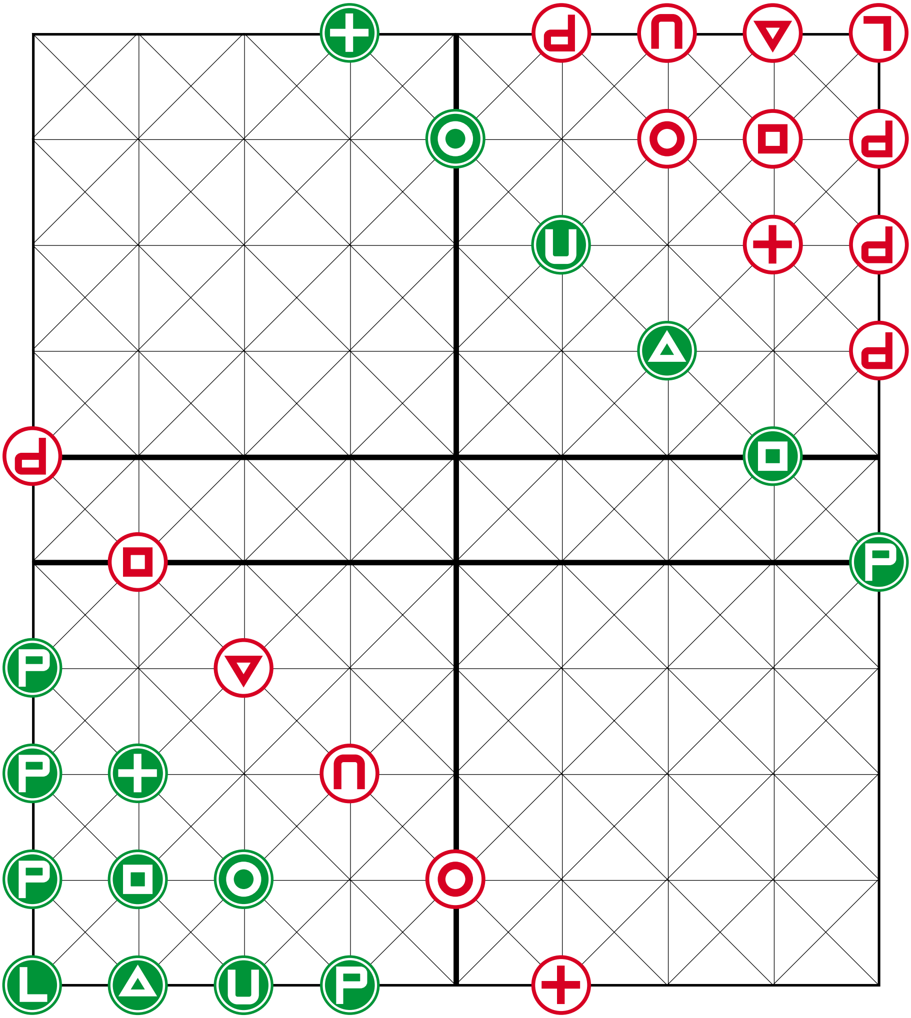
26. 倒 三 角 形 局

Inverted Triangle Shaped Game



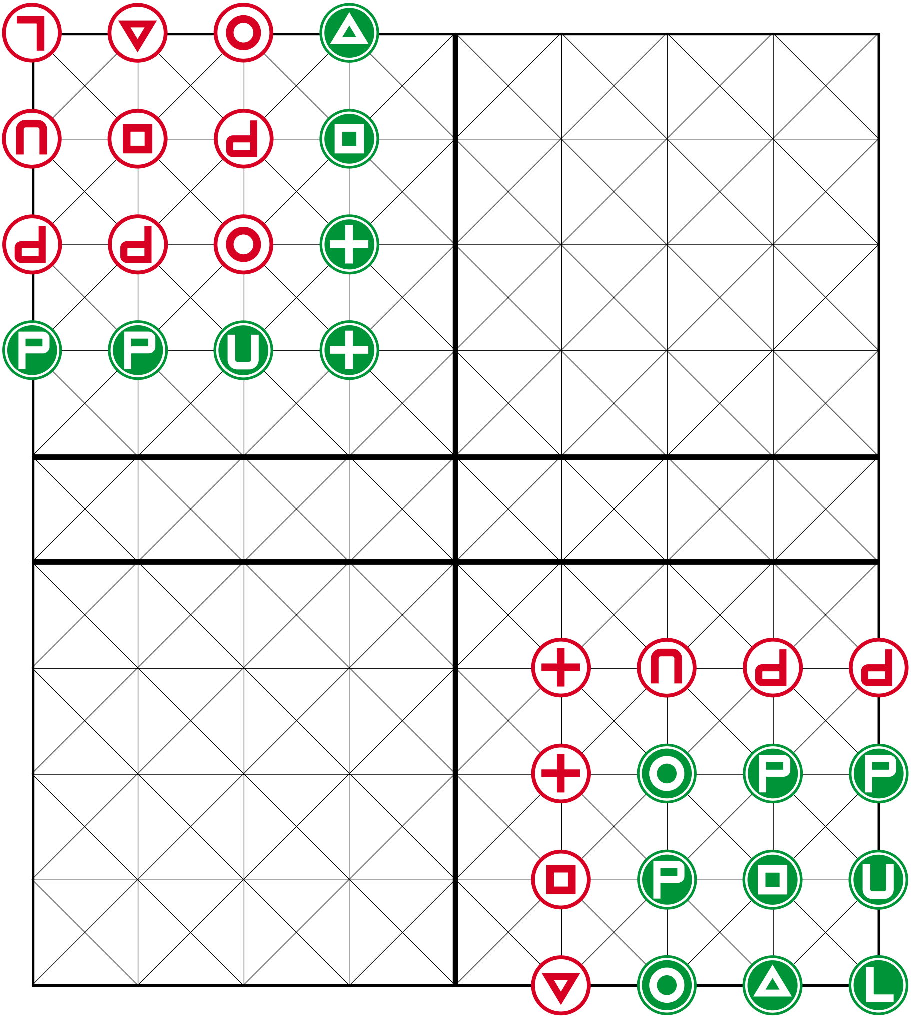
27. 縱 三 角 形 局

Vertical Triangle Shaped Game



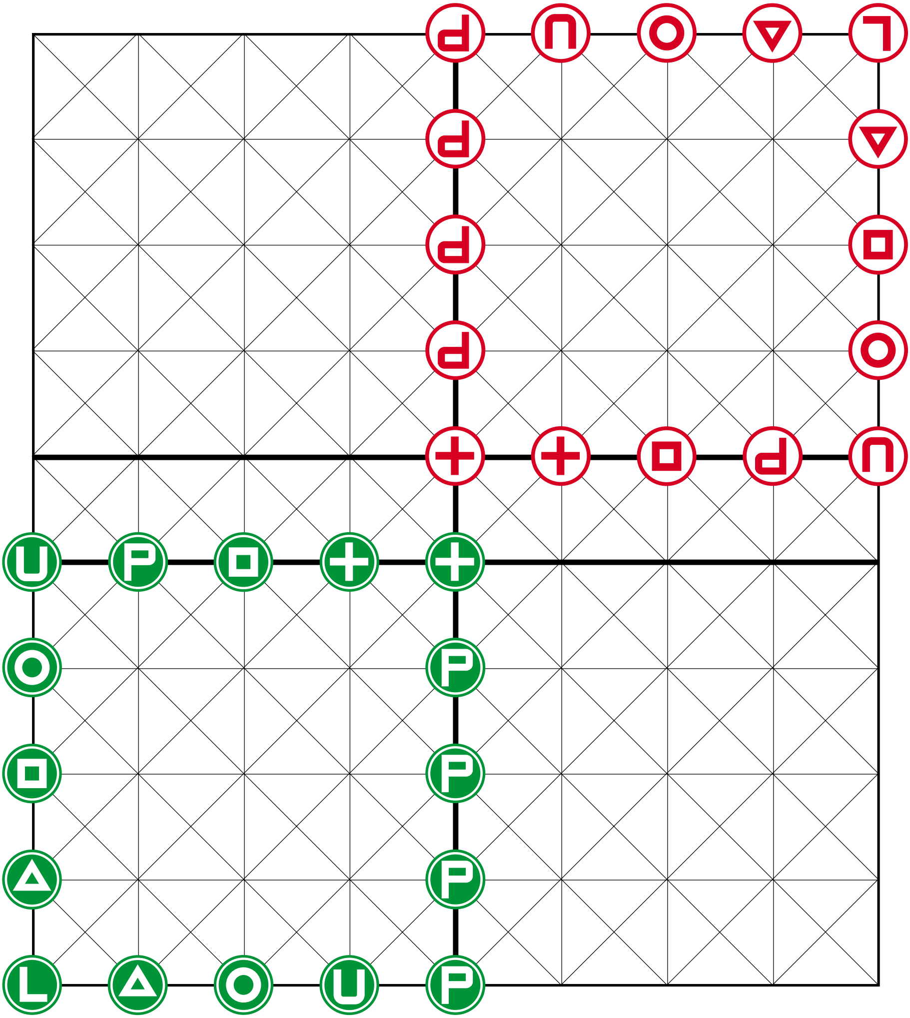
28. 封 鎖 局

Blocked Game



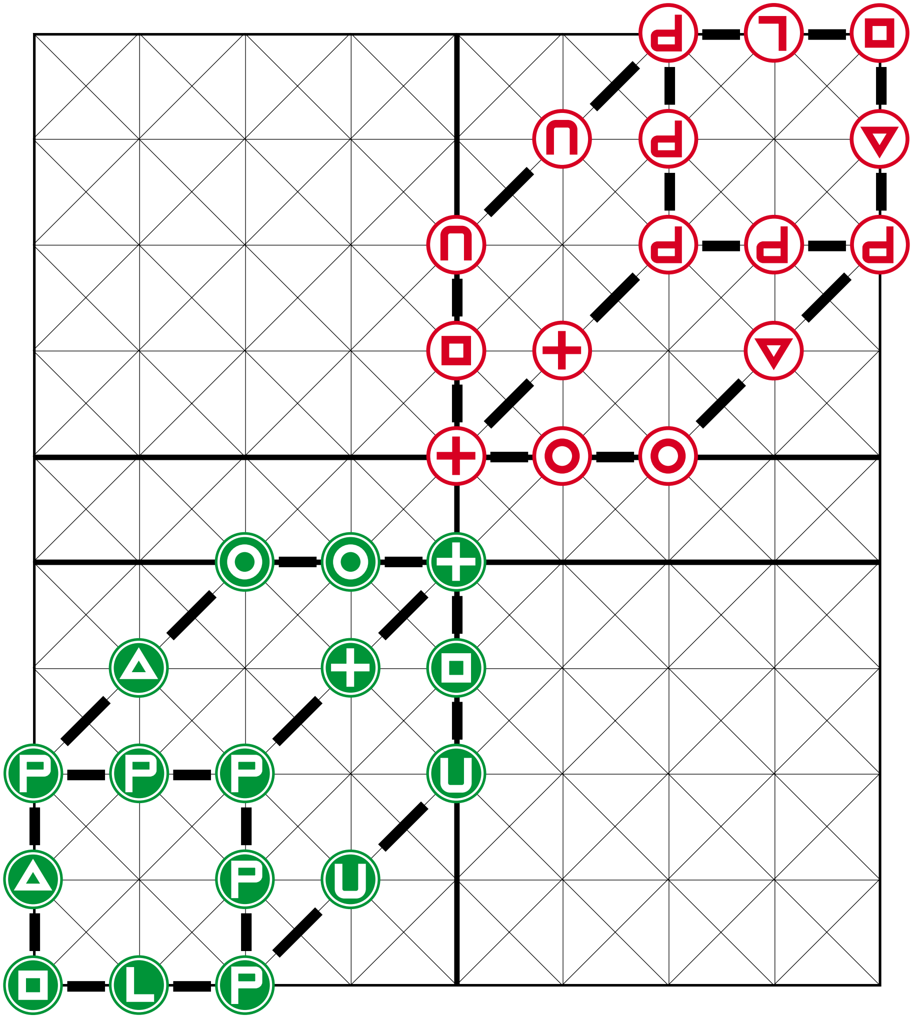
29. 包 圍 局

Surrounding Game



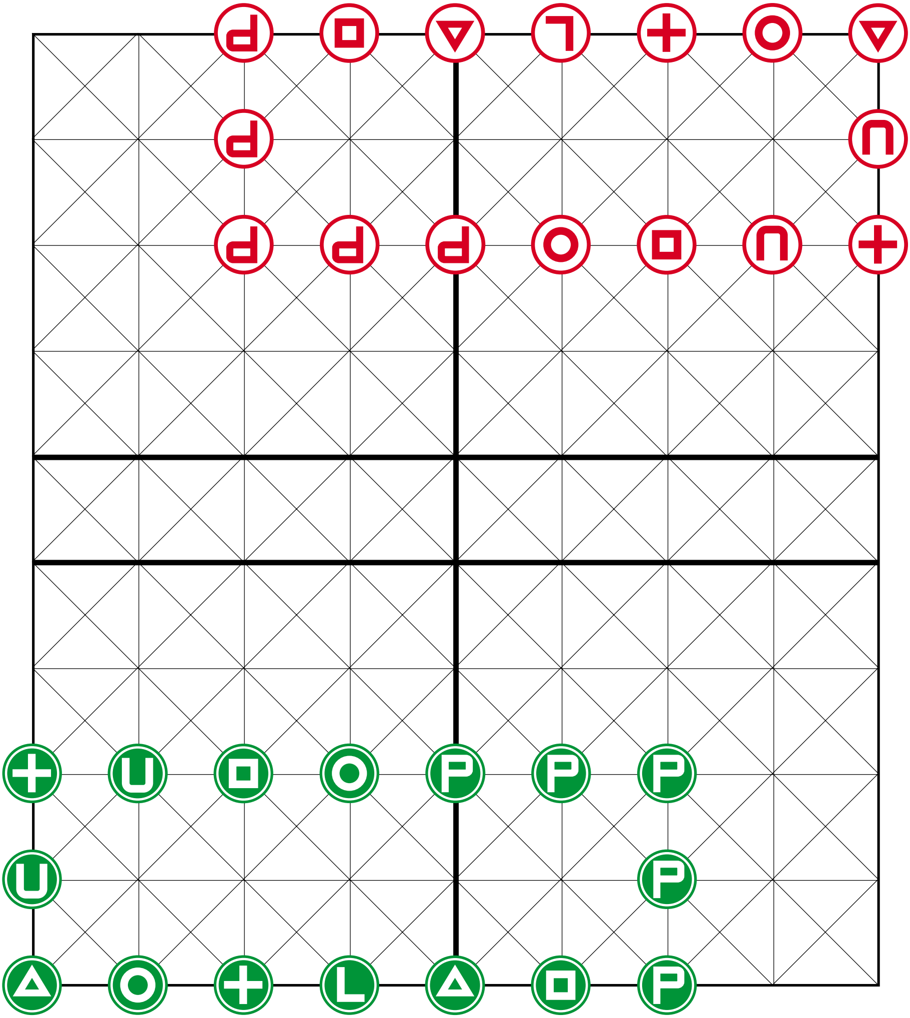
30. 大 正 方 形 局

Big Square Shaped Game



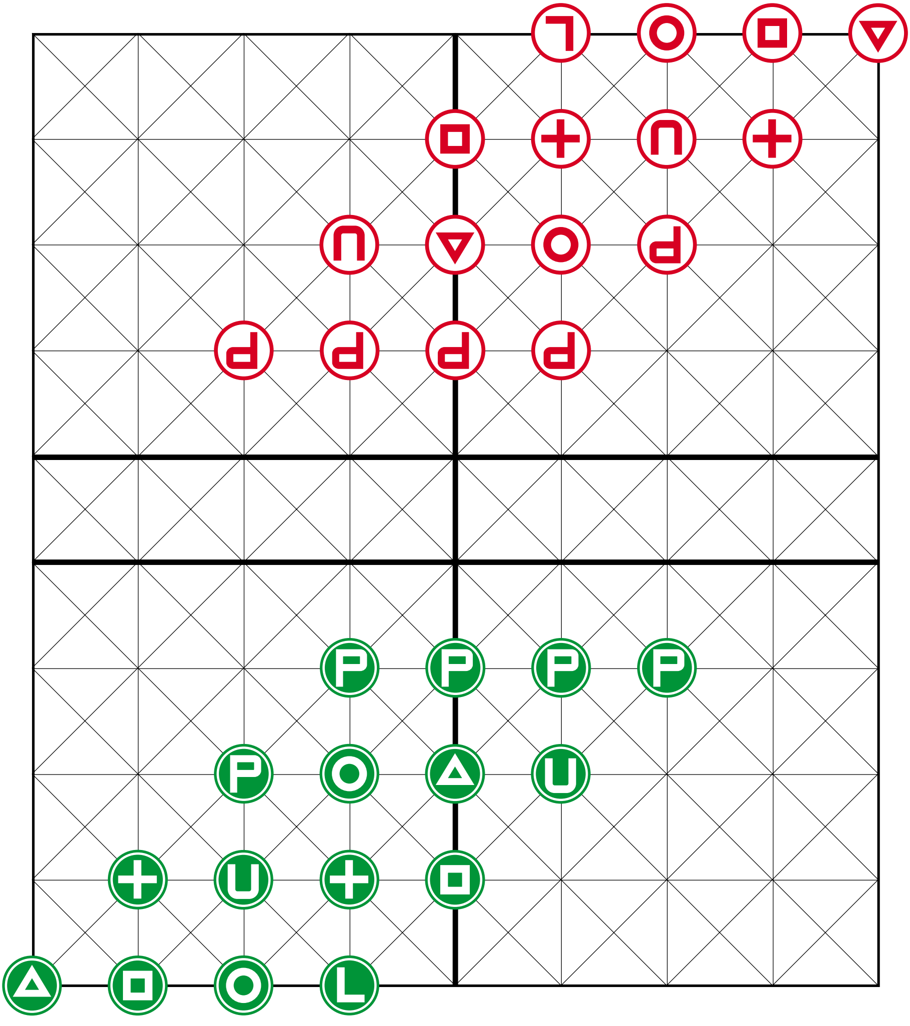
31. 立 方 體 形 局

Cube Shaped Game



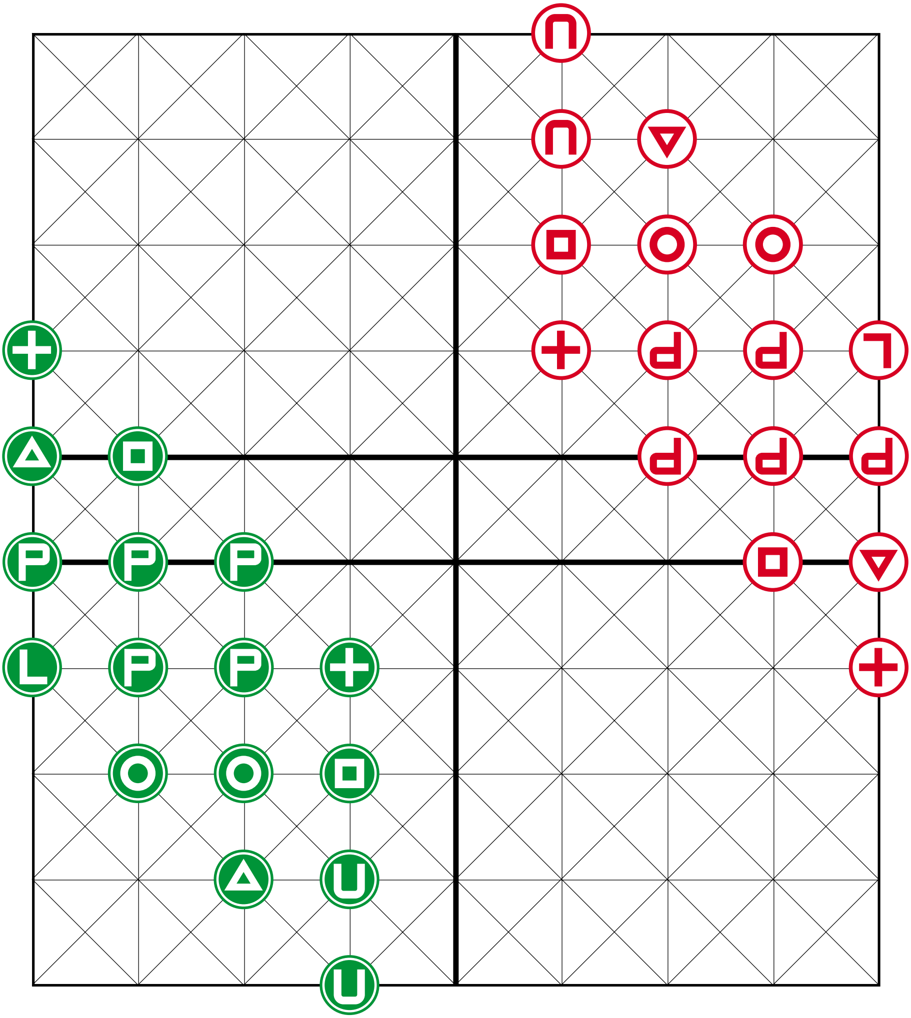
32.　　横 空 長 方 形 局

Hollow Horizontal Rectangle Game



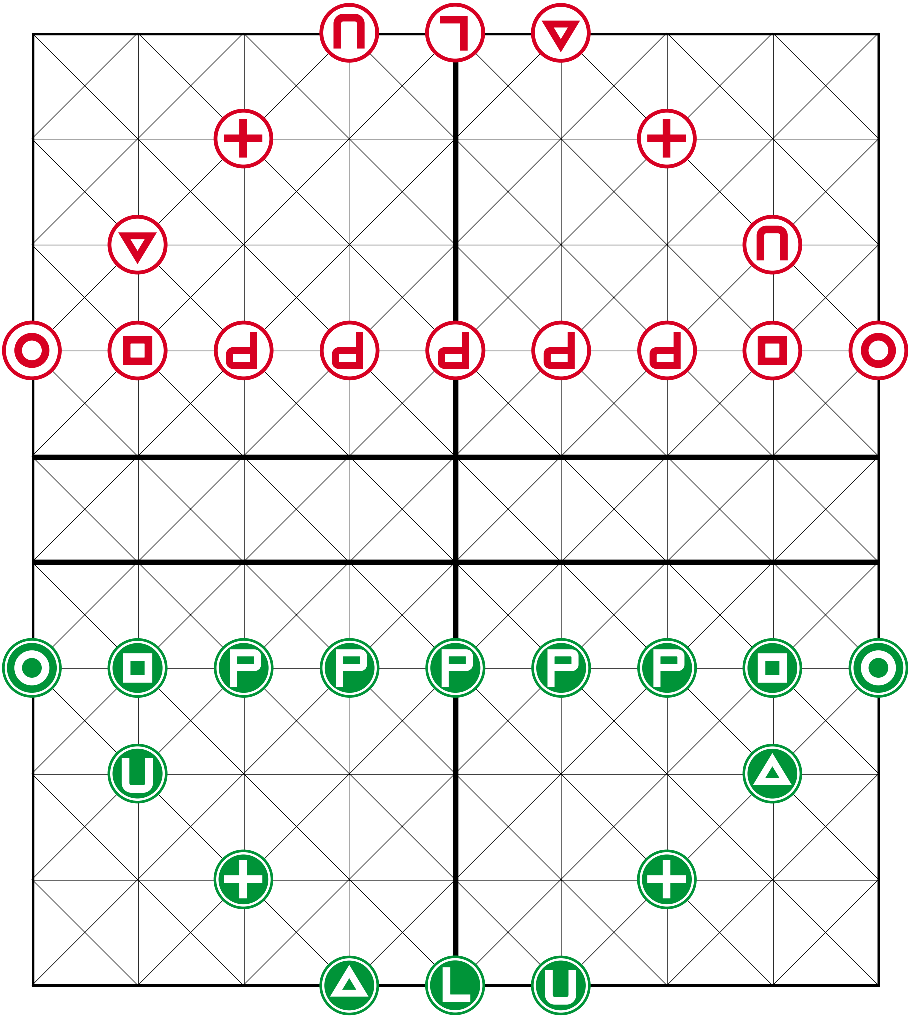
33. 菱 形 局

Rhombus Shaped Game



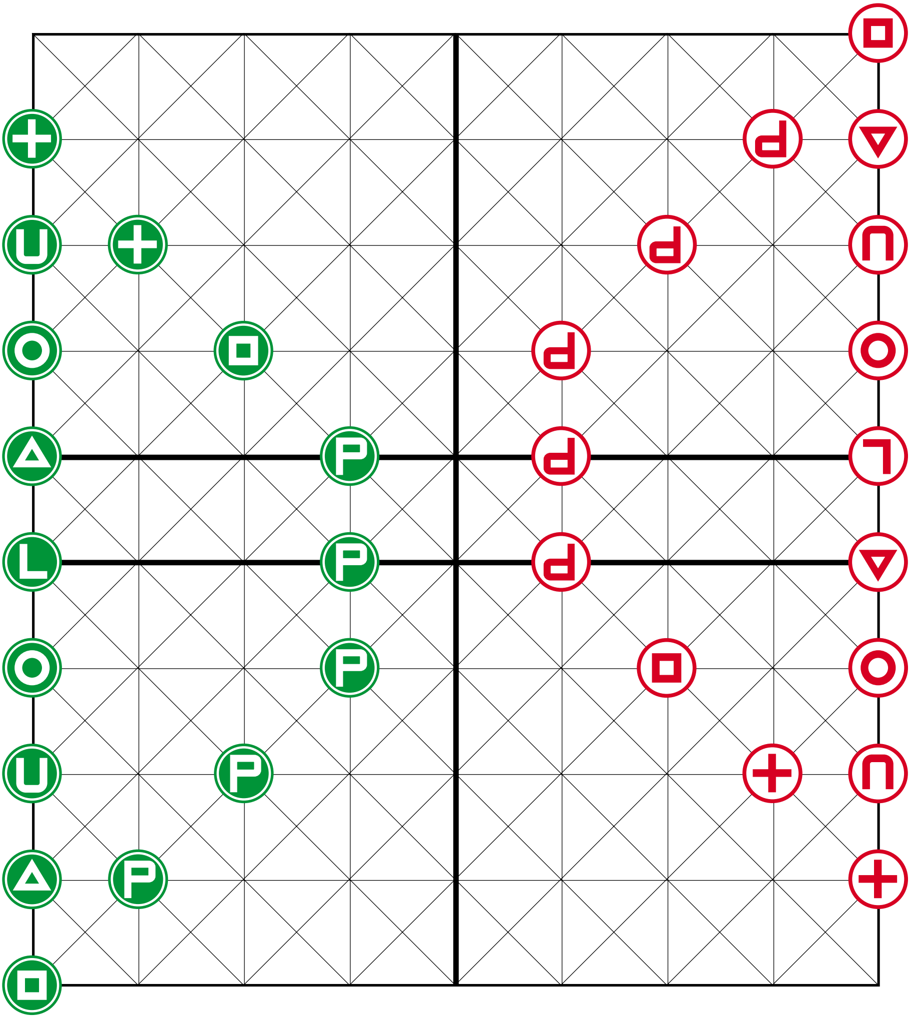
34. 縱 菱 形 局

Vertical Rhombus Shaped Game



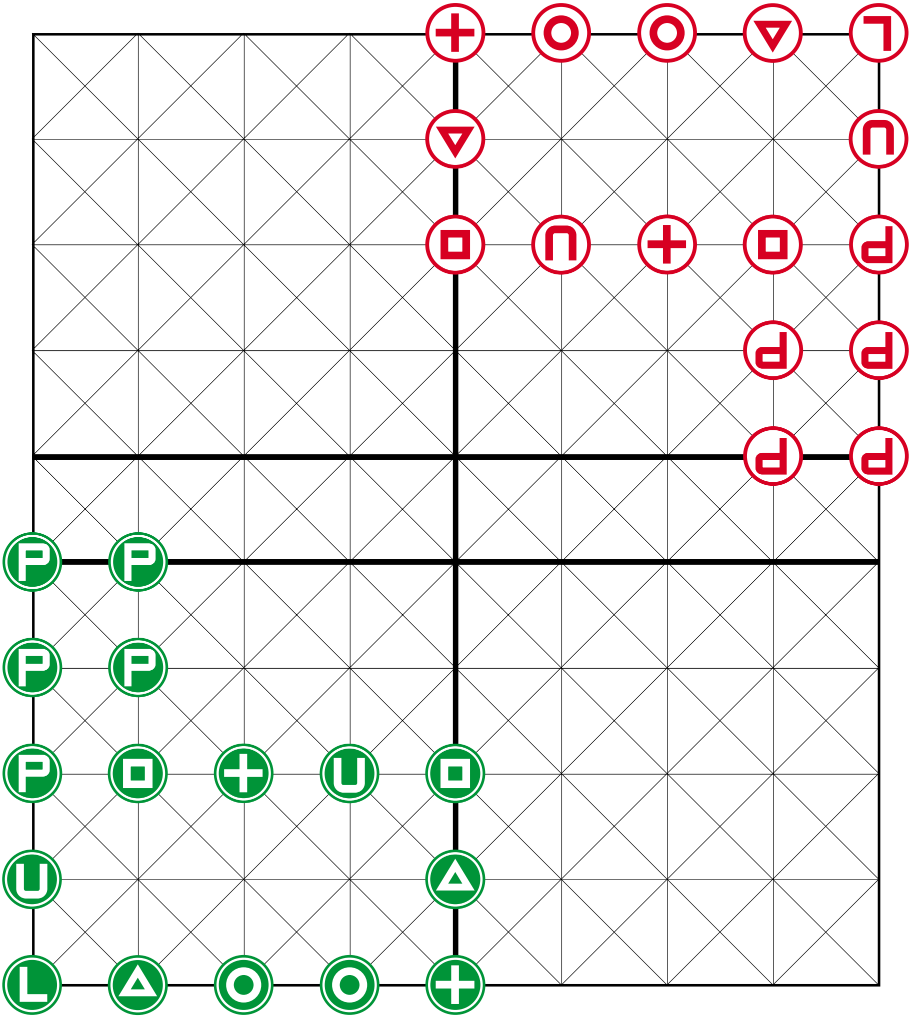
35.　倒　梯　形　局

Inverted Trapezium Shaped Game



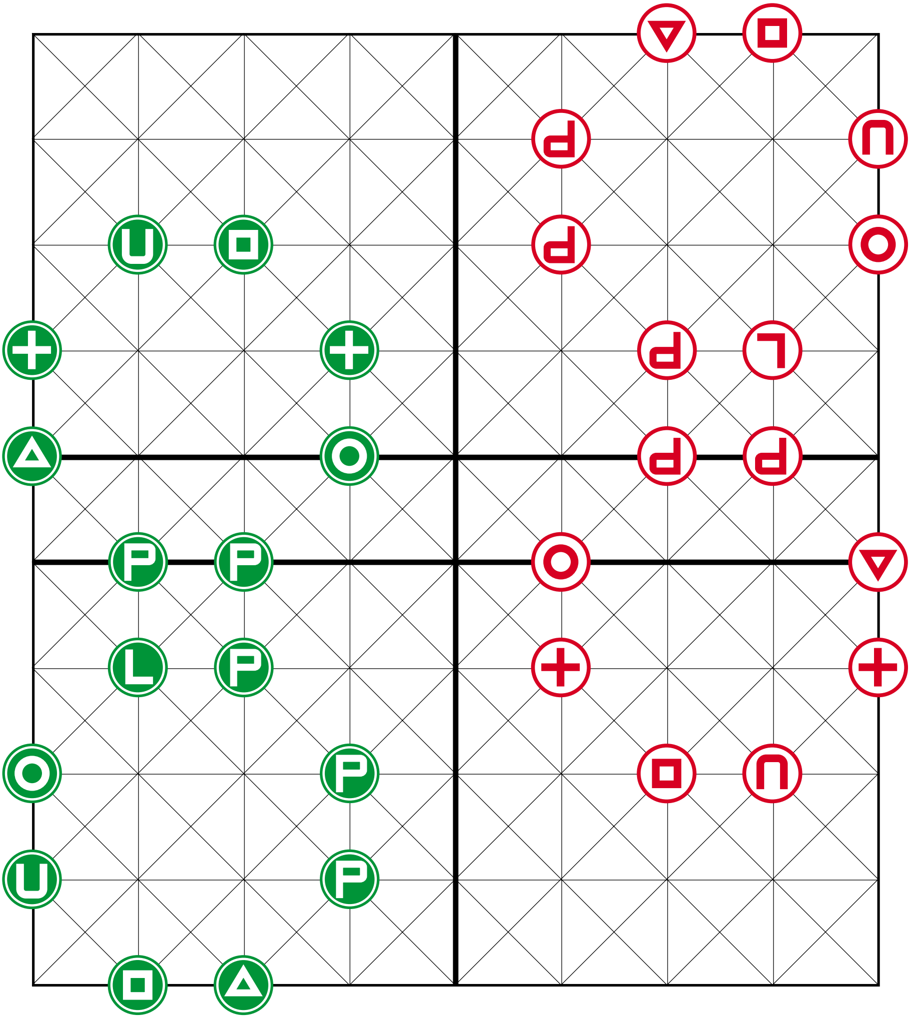
36. 縱 梯 形 局

Vertical Trapezium Shaped Game



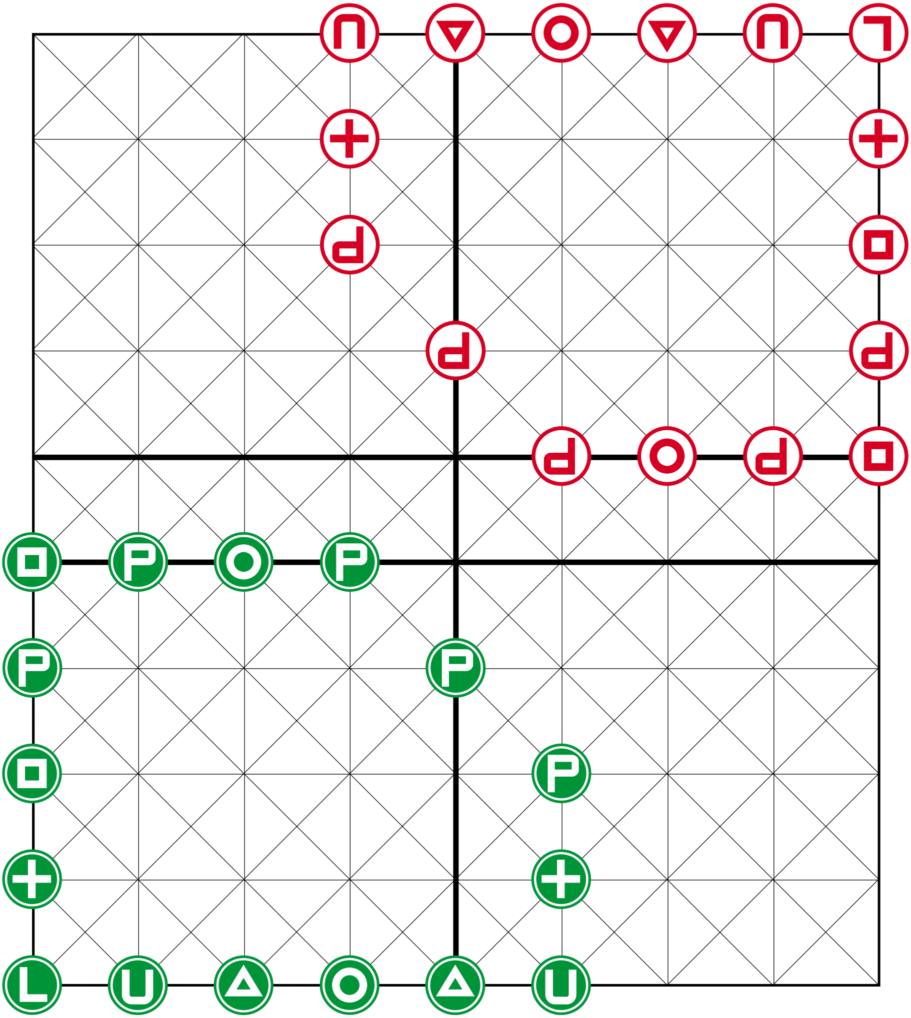
37.　　曲　尺　（ L ）　形　局

“ L ” Shaped Game



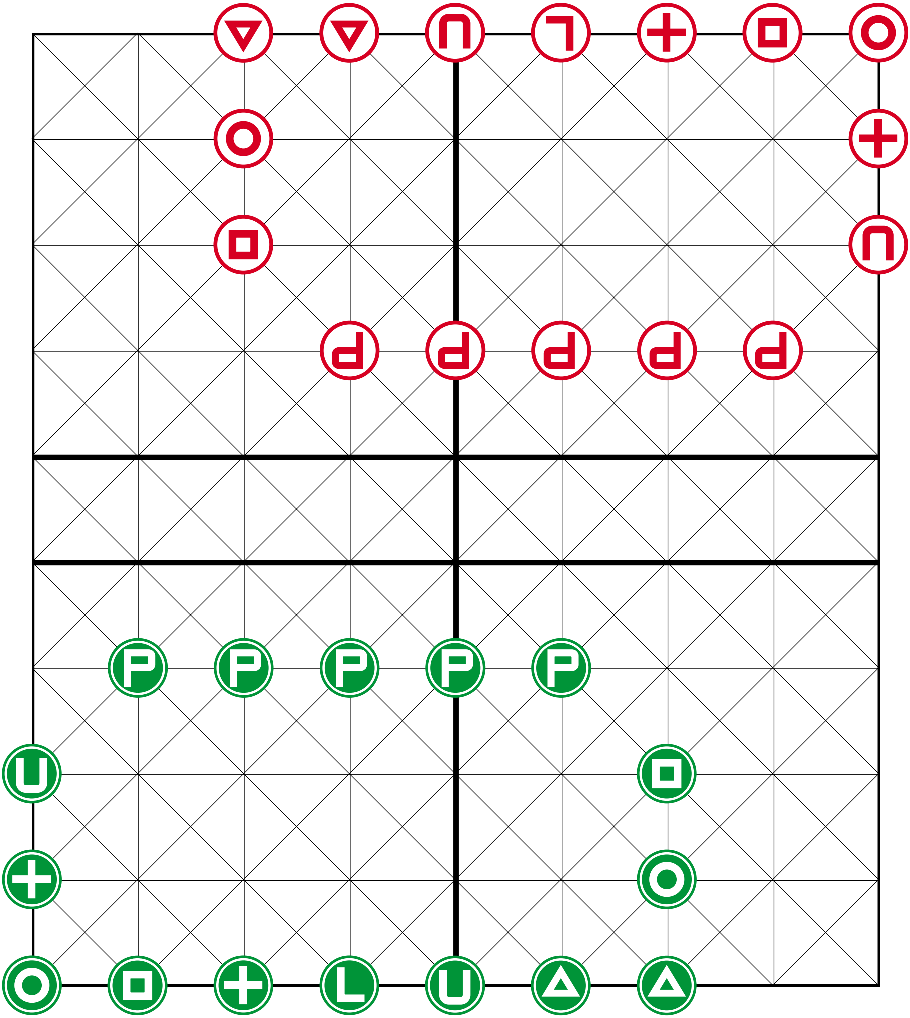
38. 縱 眼 鏡 形 局

Vertical Spectacles Shaped Game



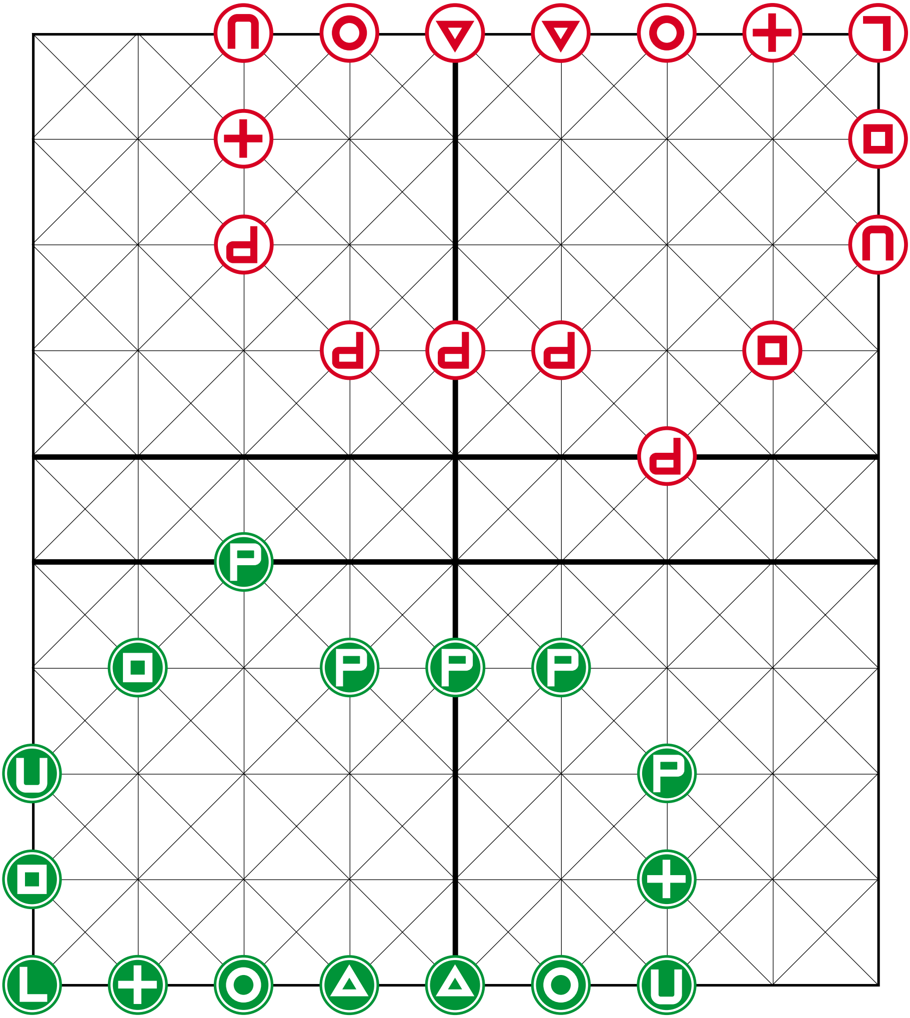
39. 五 邊 形 局

Pentagon Shaped Game



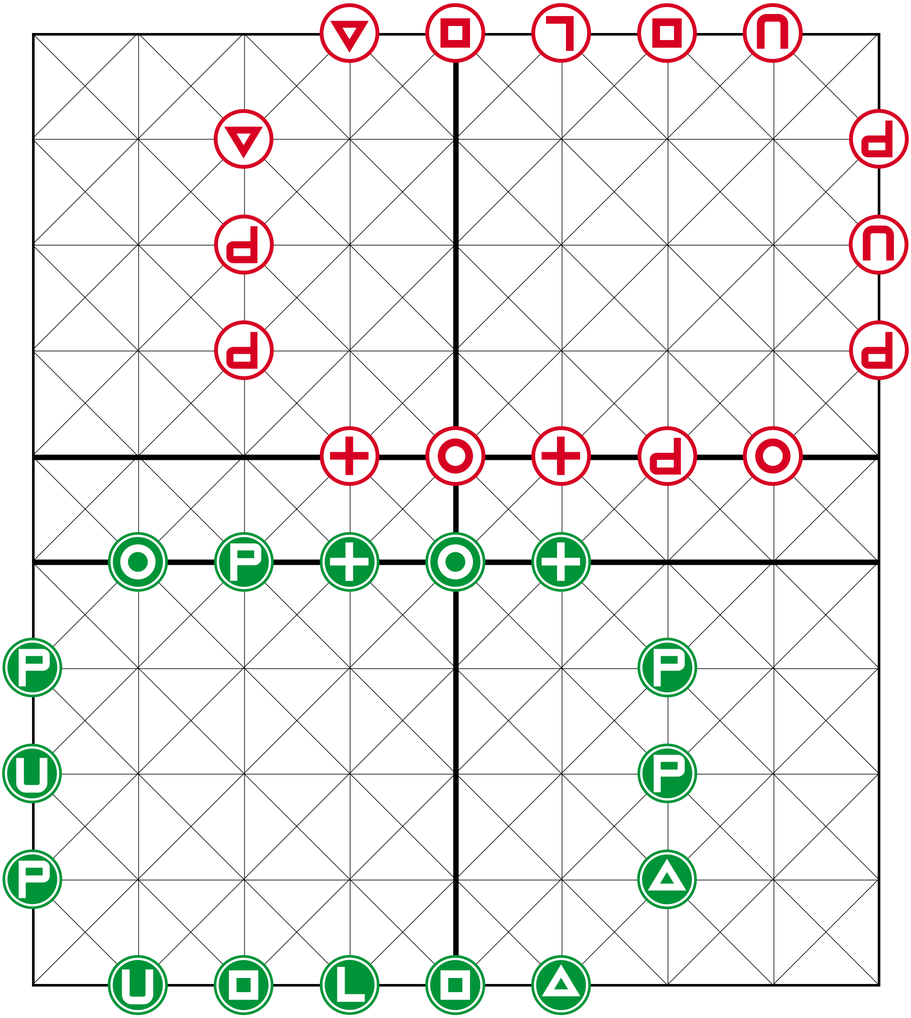
40. 六 邊 形 局

Hexagon Shaped Game



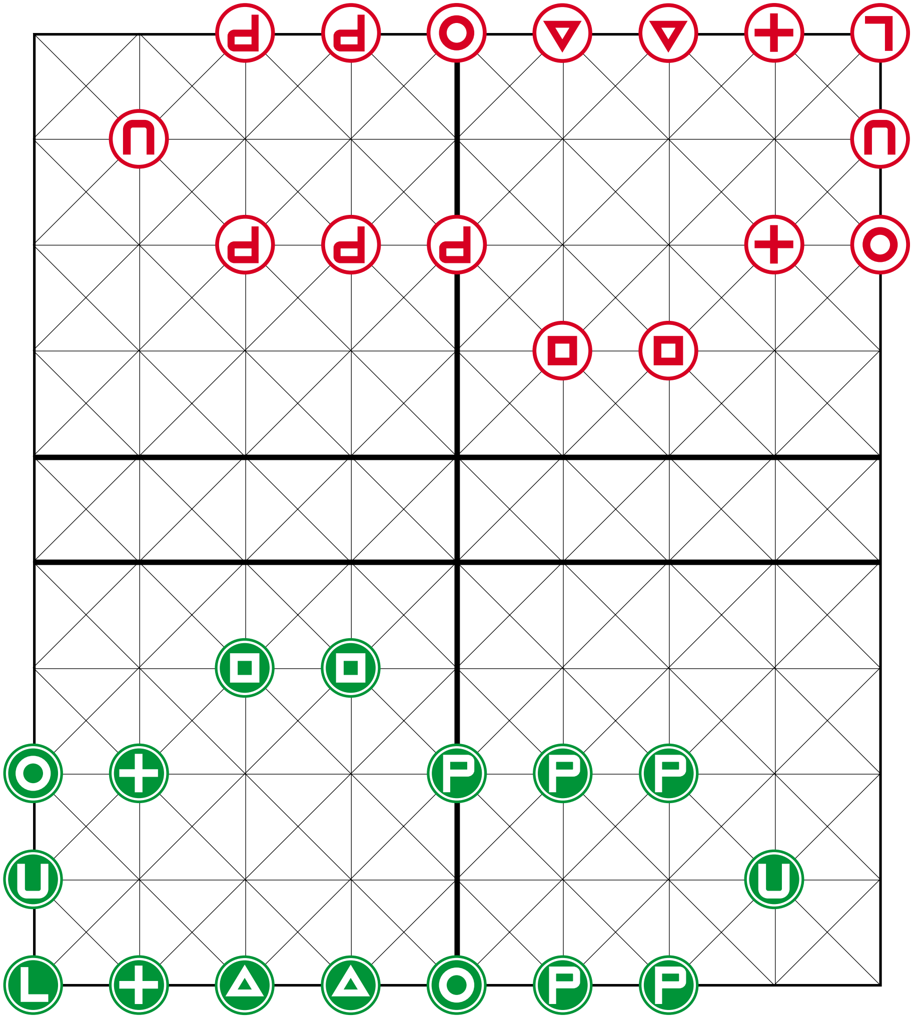
41. 七 邊 形 局

Heptagon Shaped Game



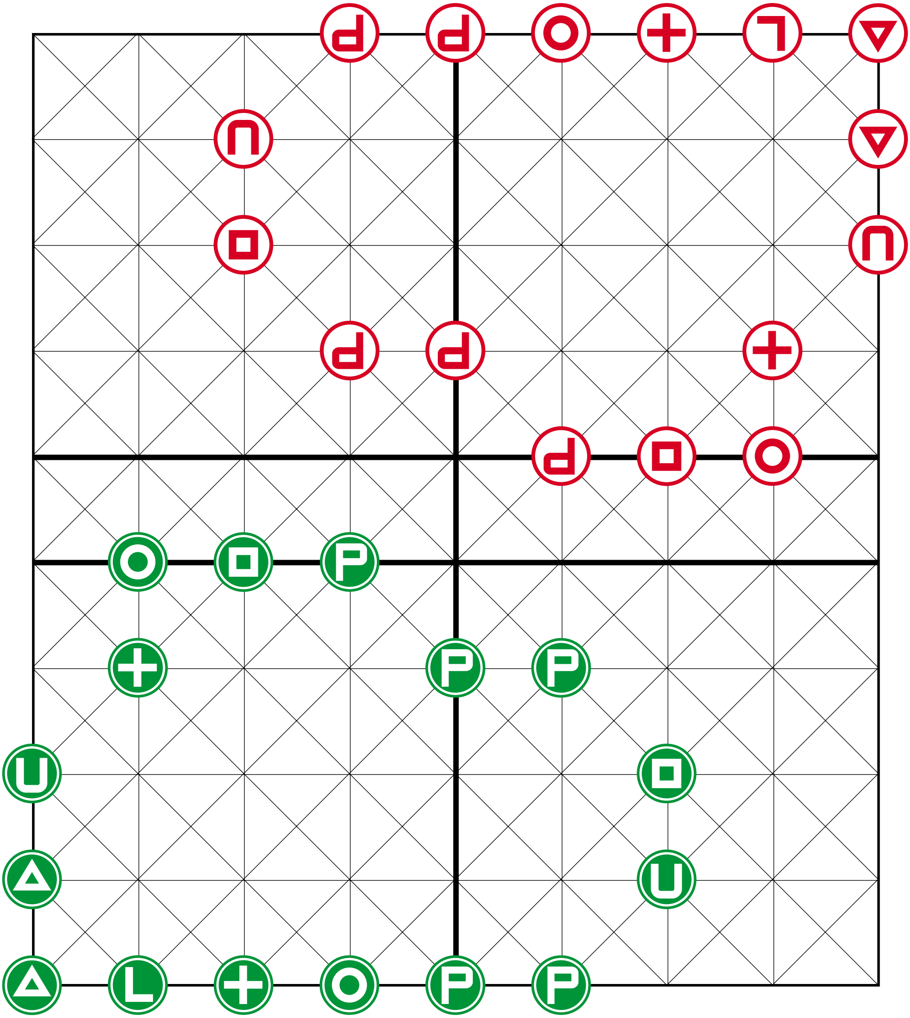
42. 八 邊 形 局

Octogon Shaped Game



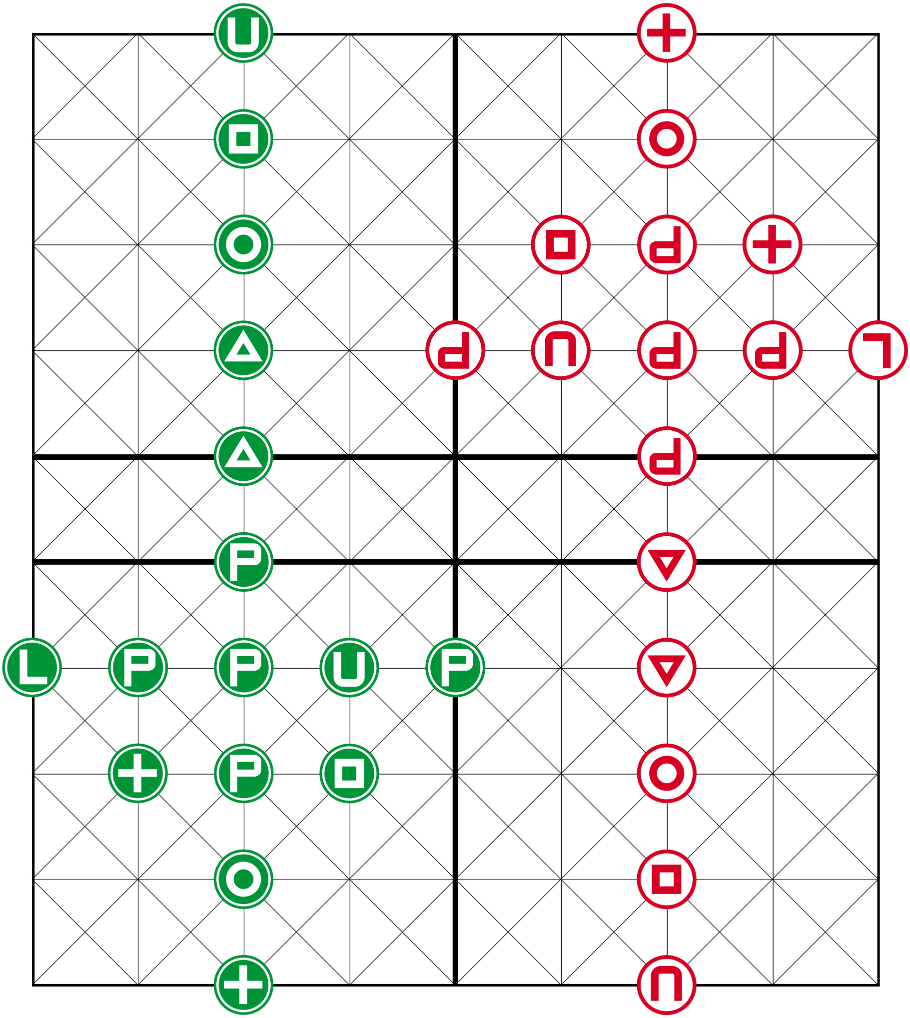
43. 九 邊 形 局

Nonagon Shaped Game



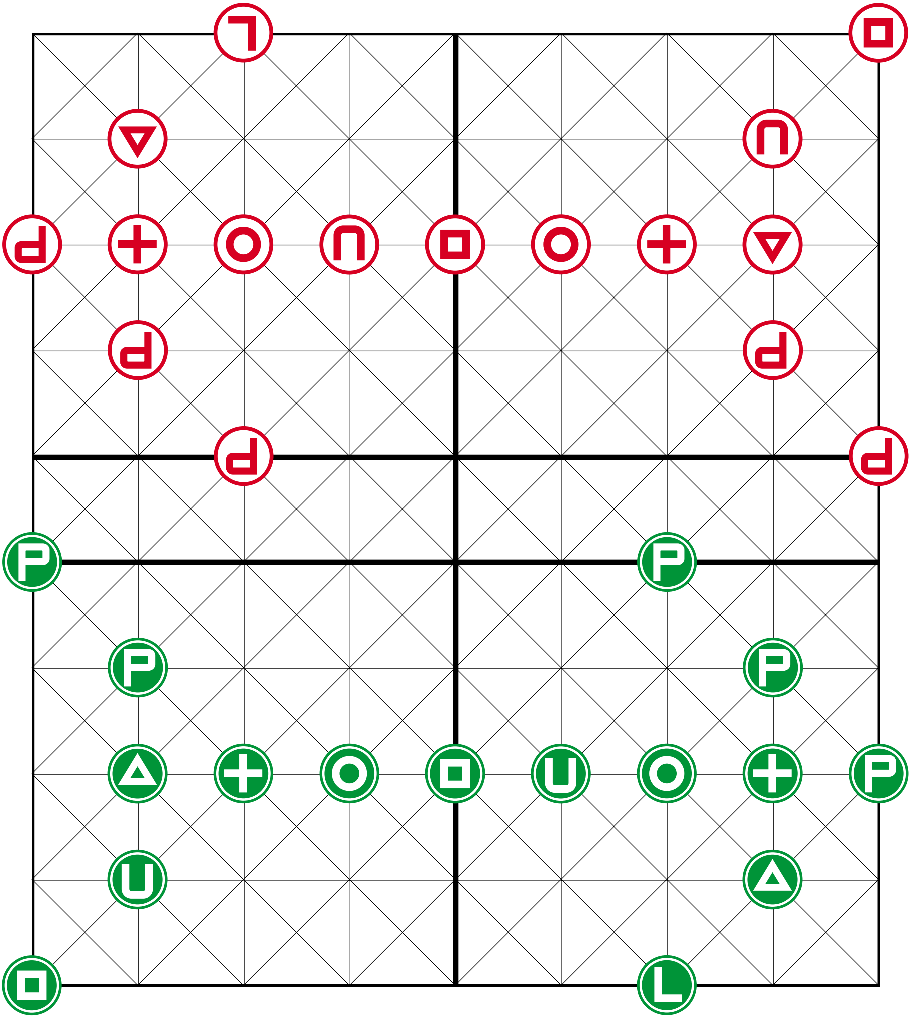
44.　　十　邊　形　局

Decagon Shaped Game



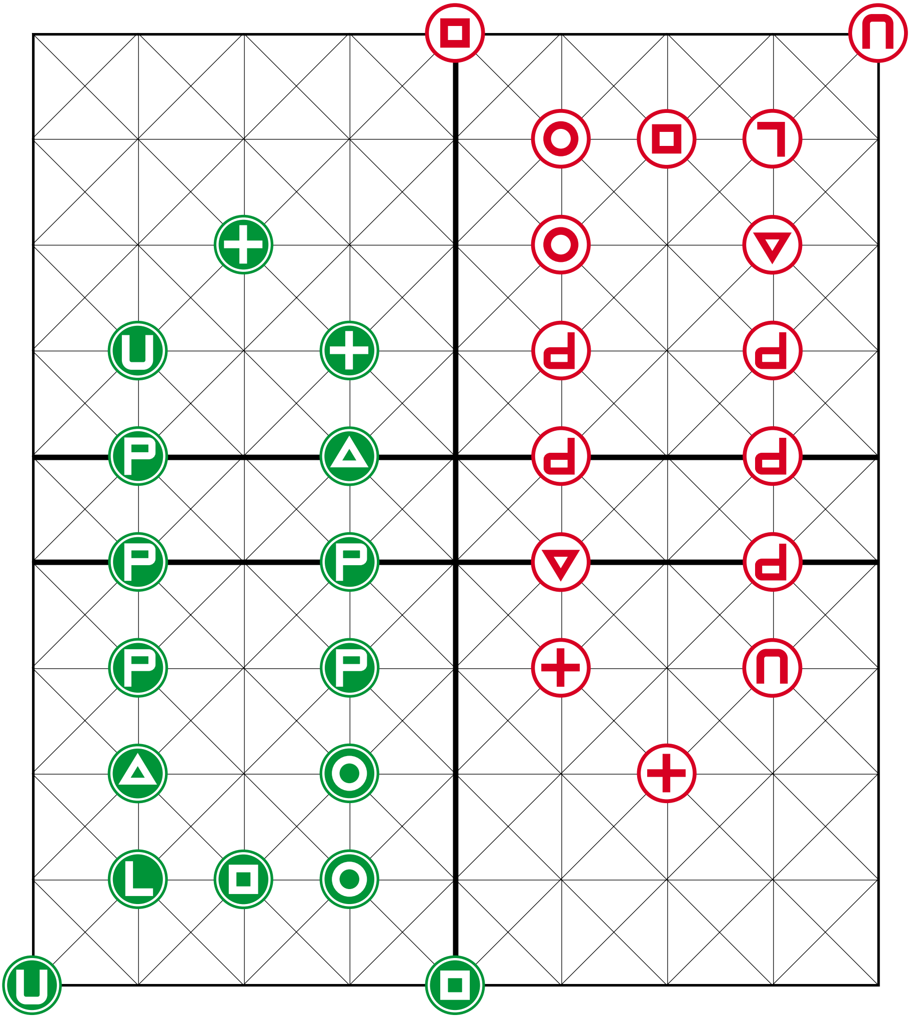
45. 寶 劍 形 局

Sword Shaped Game



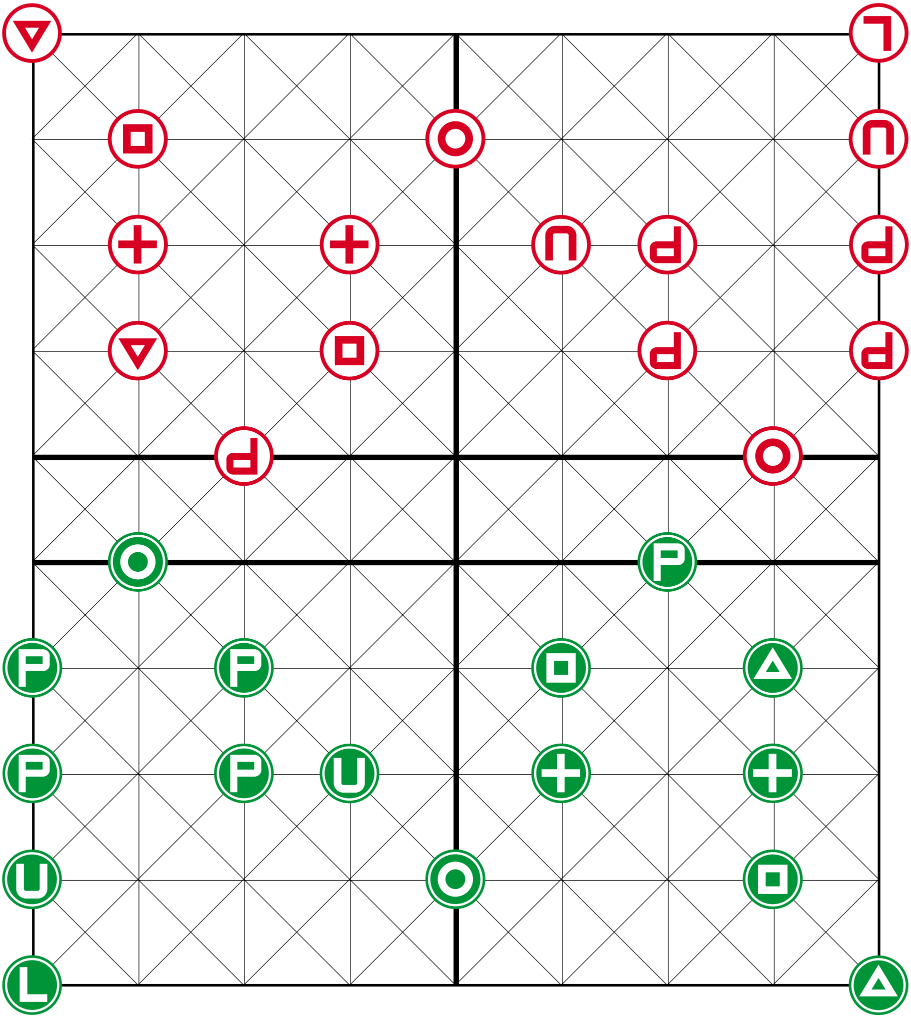
46. 箭 形 局

Arrow Shaped Game



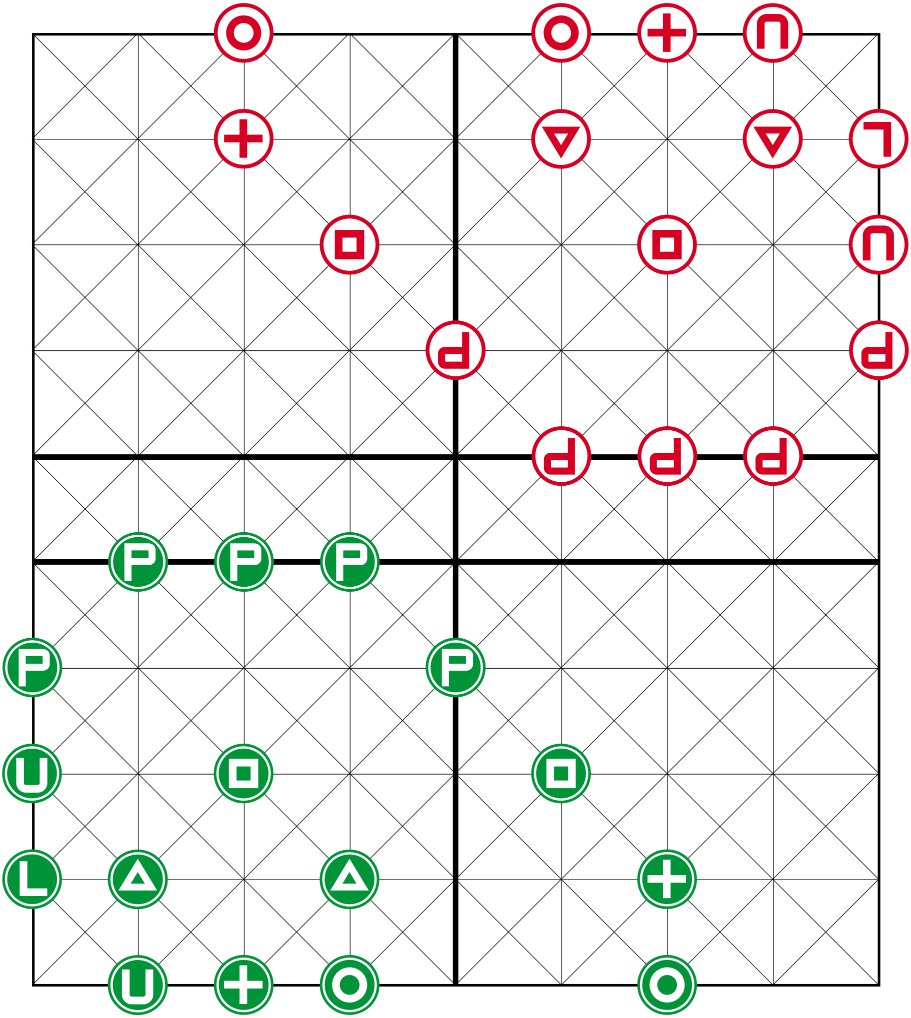
47. 火 箭 形 局 （正局）

Rocket Shaped Game (Direct Game)



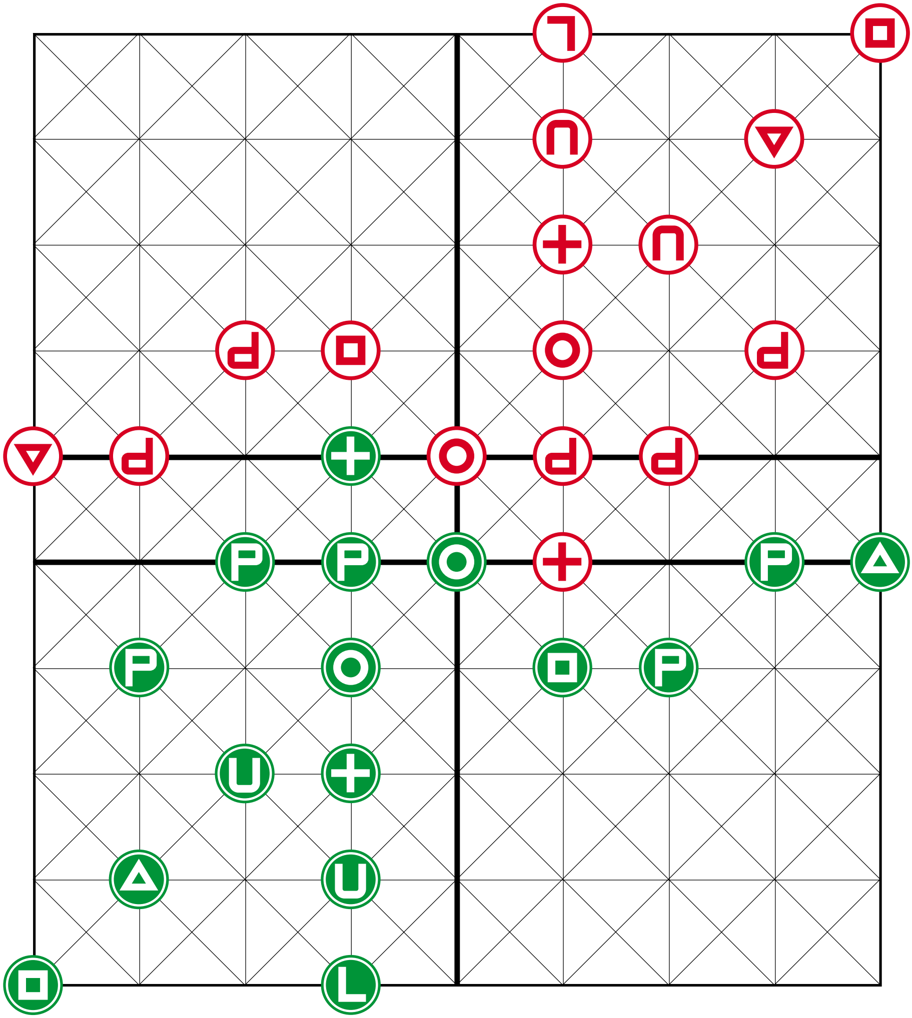
48. 山 峰 形 局

Peaks Shaped Game



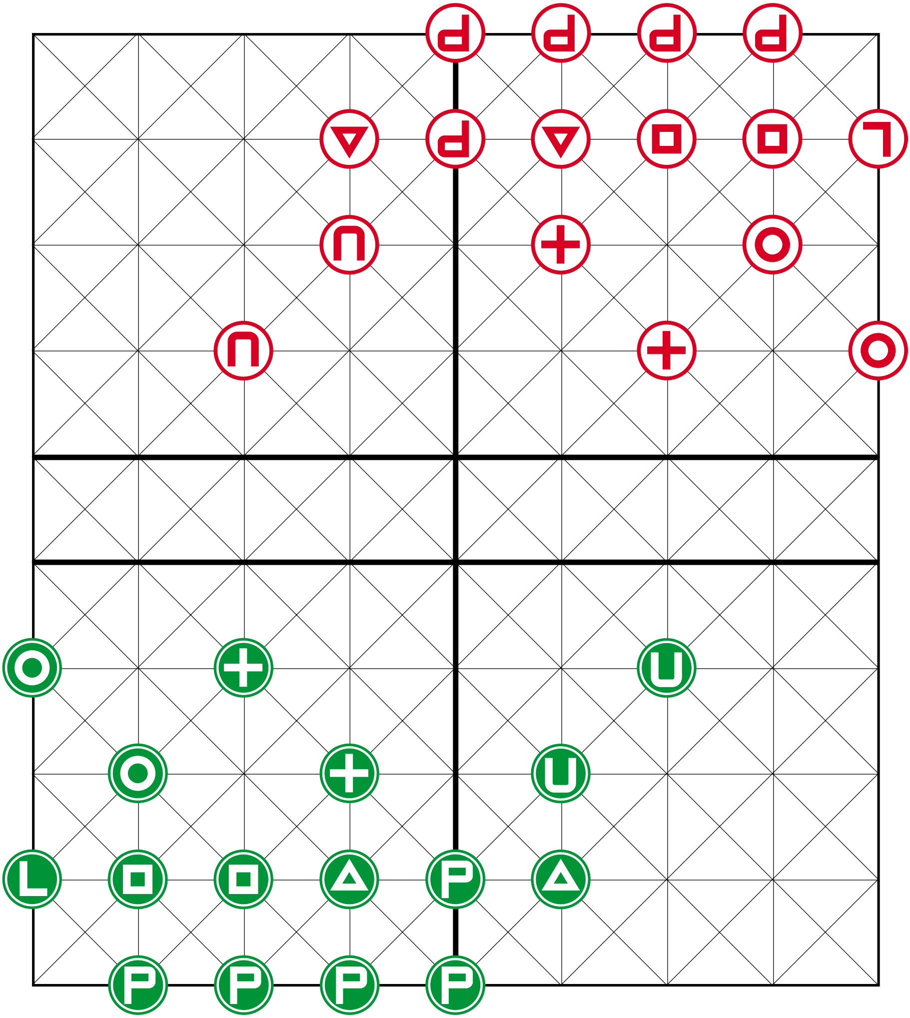
49. 螺 旋 形 局

Spiral Shaped Game



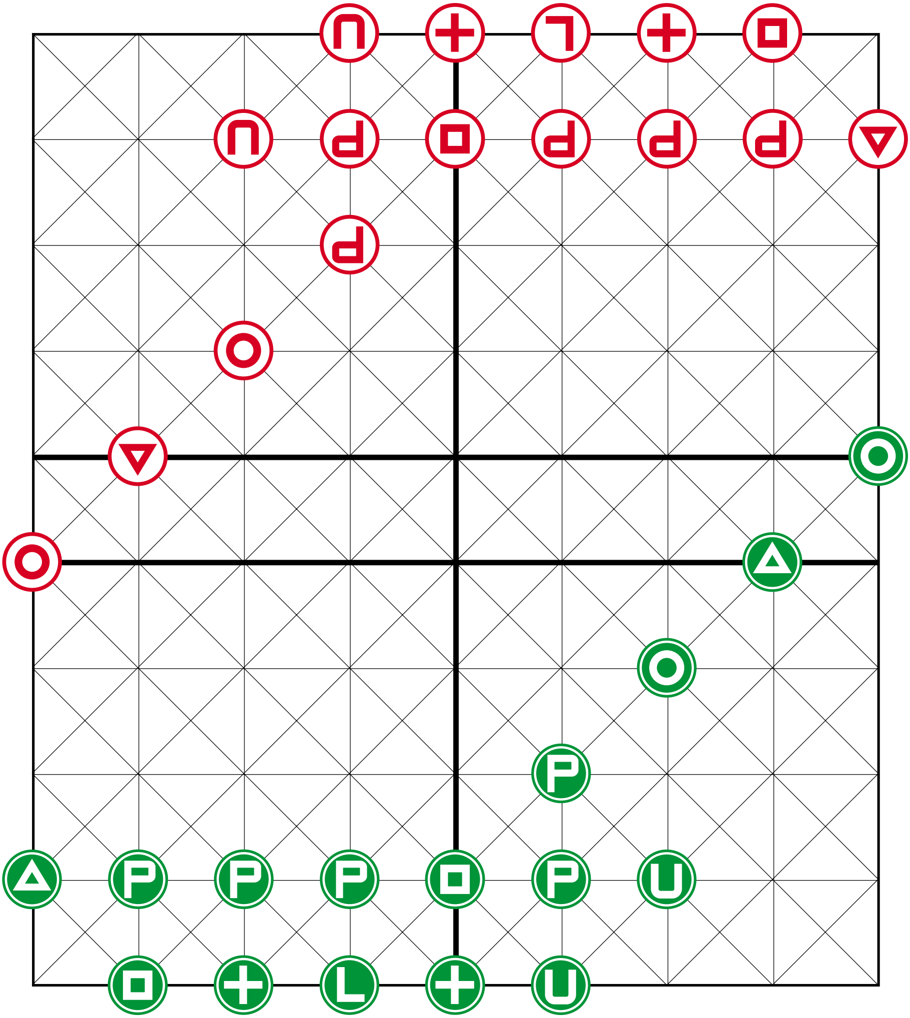
50. 兵 士 形 局

Soldier Shaped Game



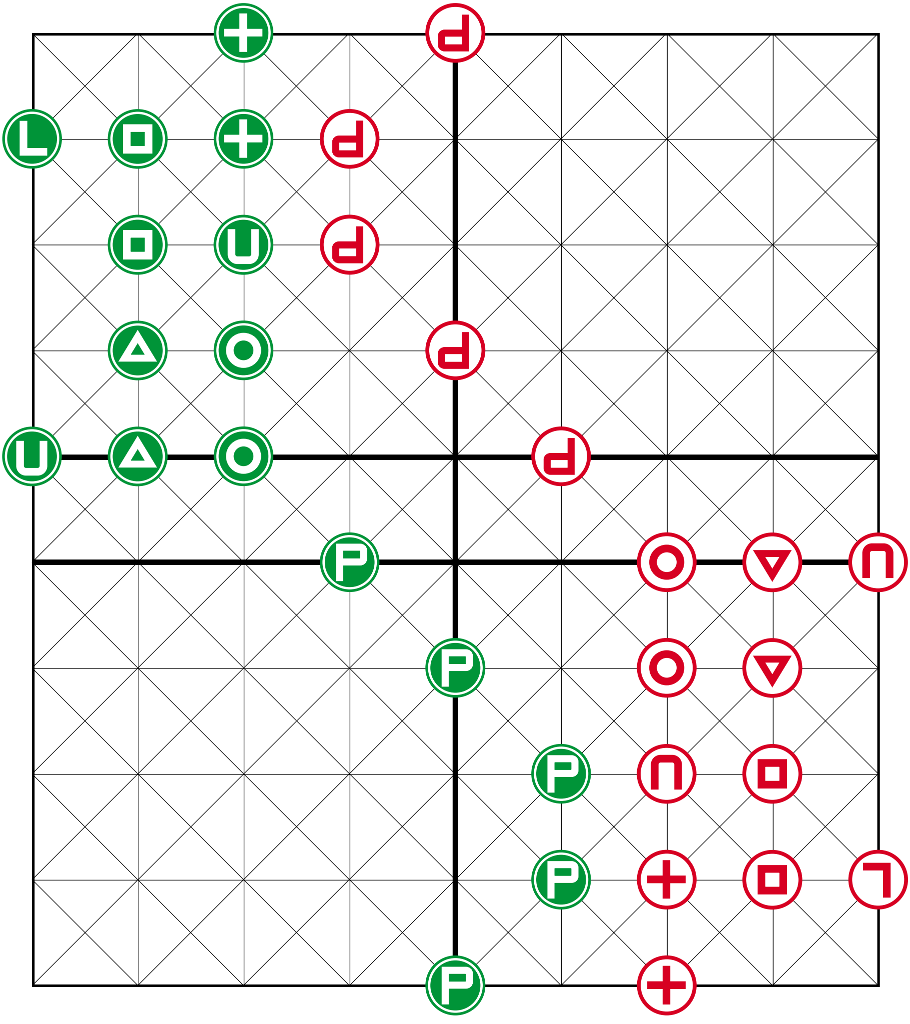
51. 戰 艦 形 局

Warship Shaped Game



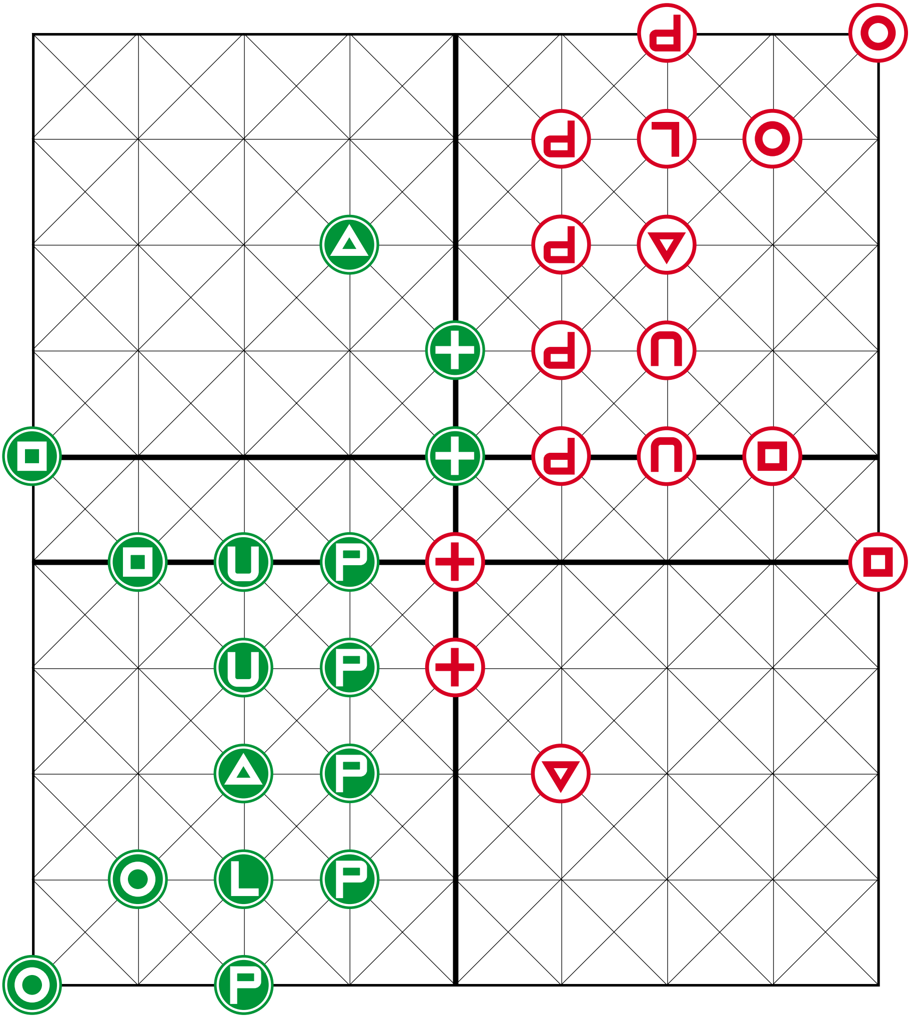
52. 坦 克 車 形 局

Tank Shaped Game



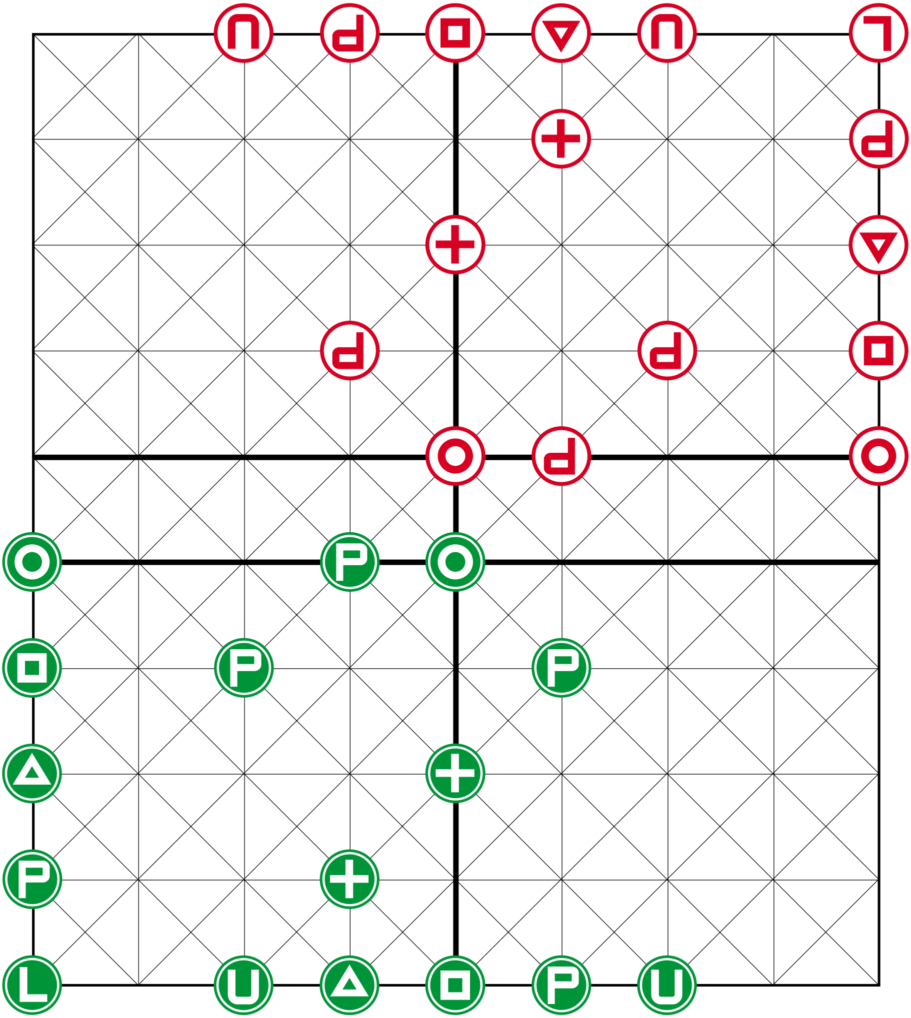
53. 長 頸 鹿 形 局

Giraffe Shaped Game



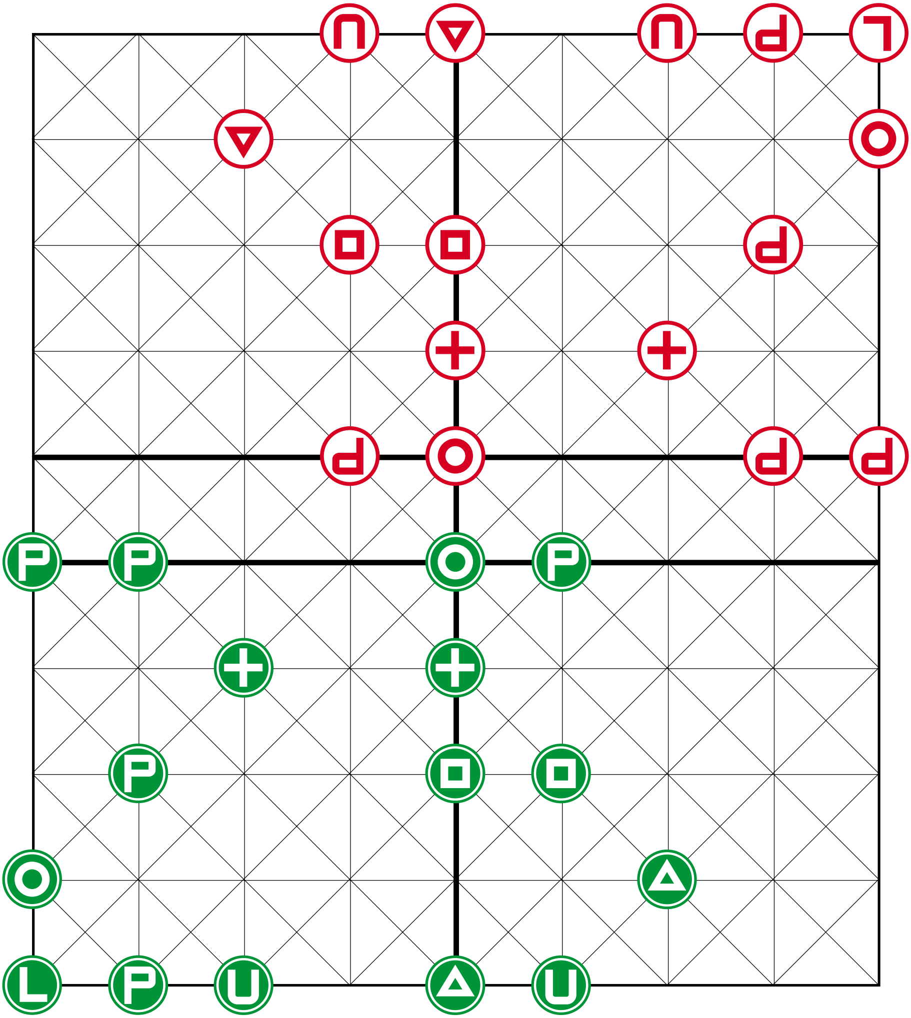
54. 馬 形 局

Horse Shaped Game



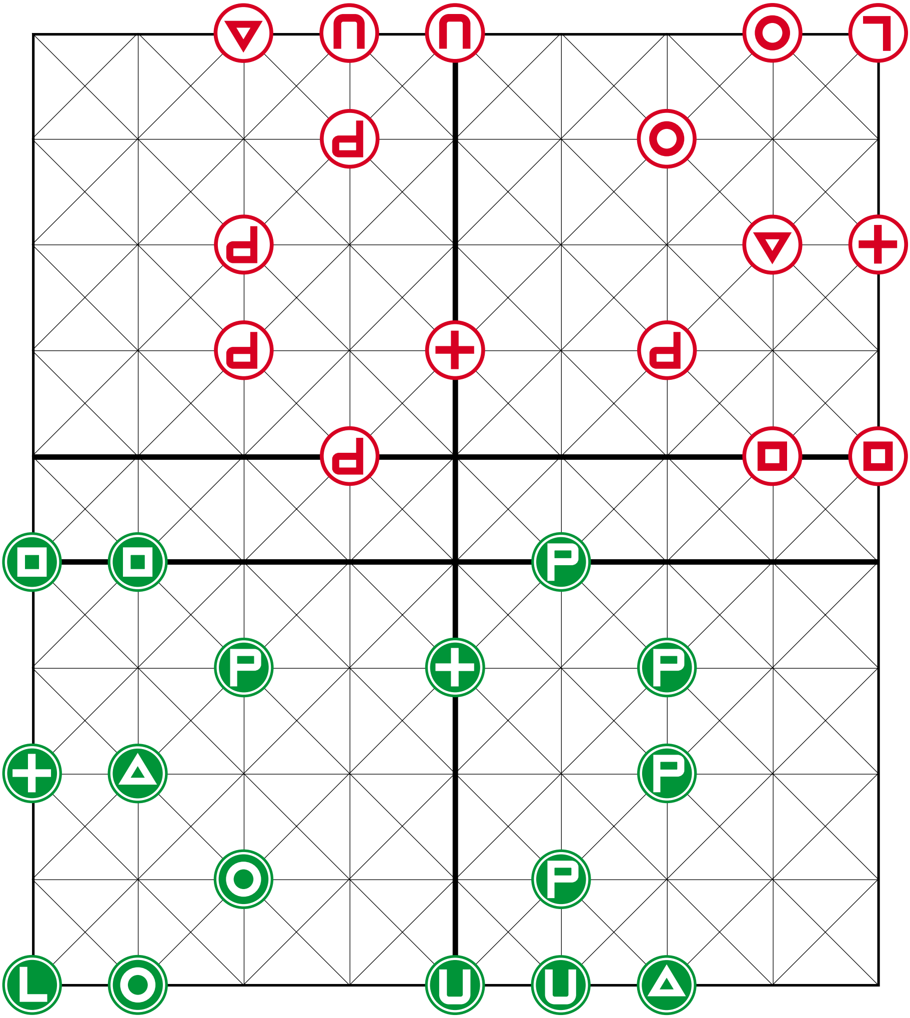
55. **12** 形 局

Shaped Game



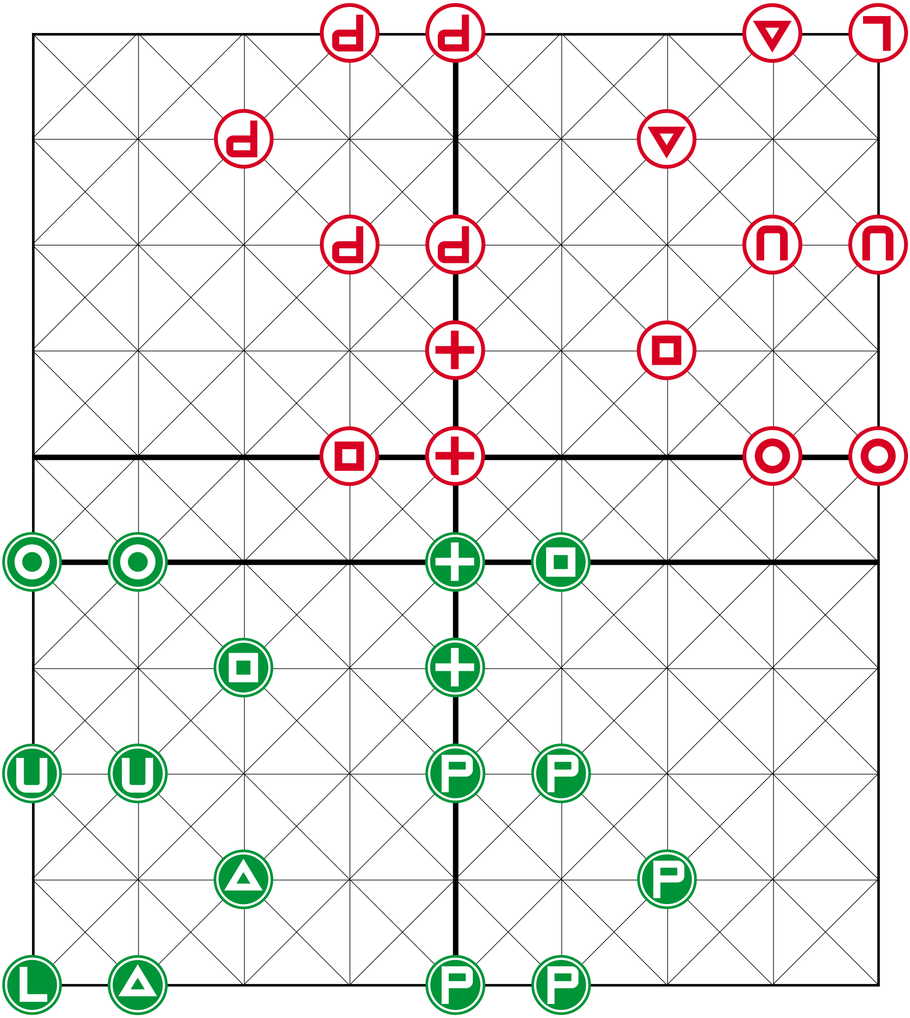
56. **25** 形 局

Shaped Game



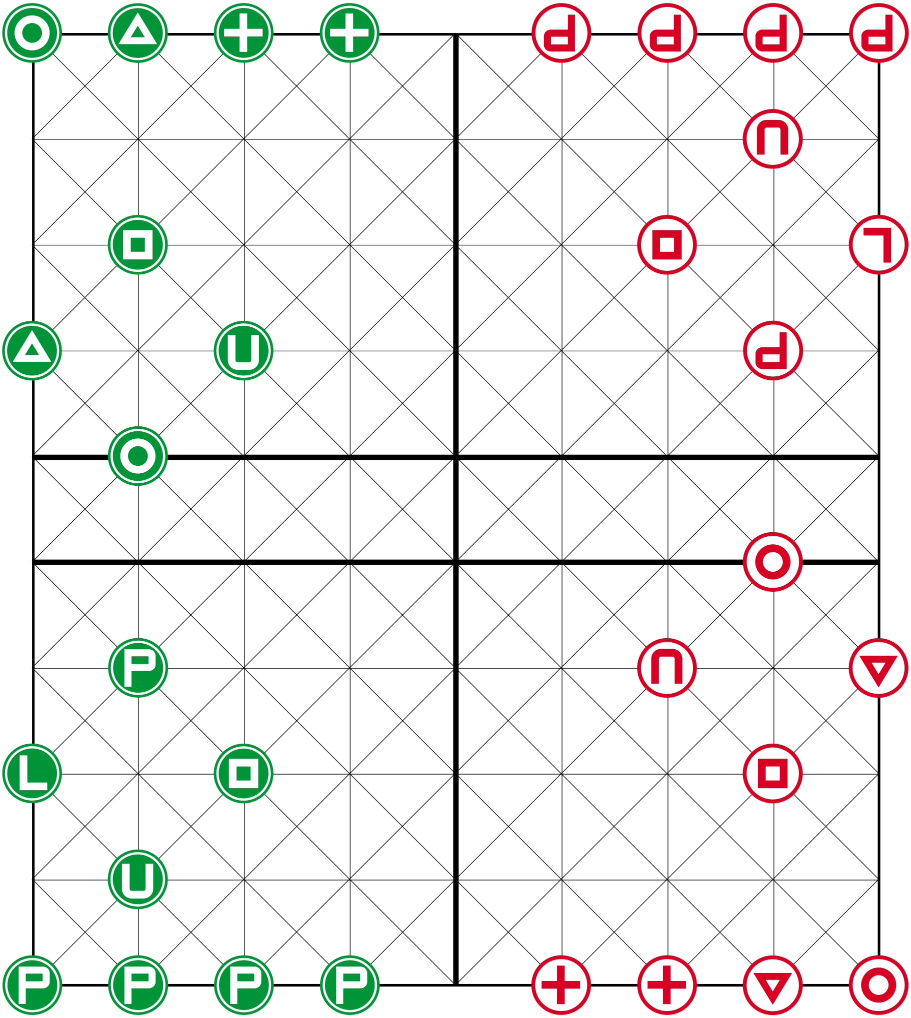
57. 32 形 局

Shaped Game



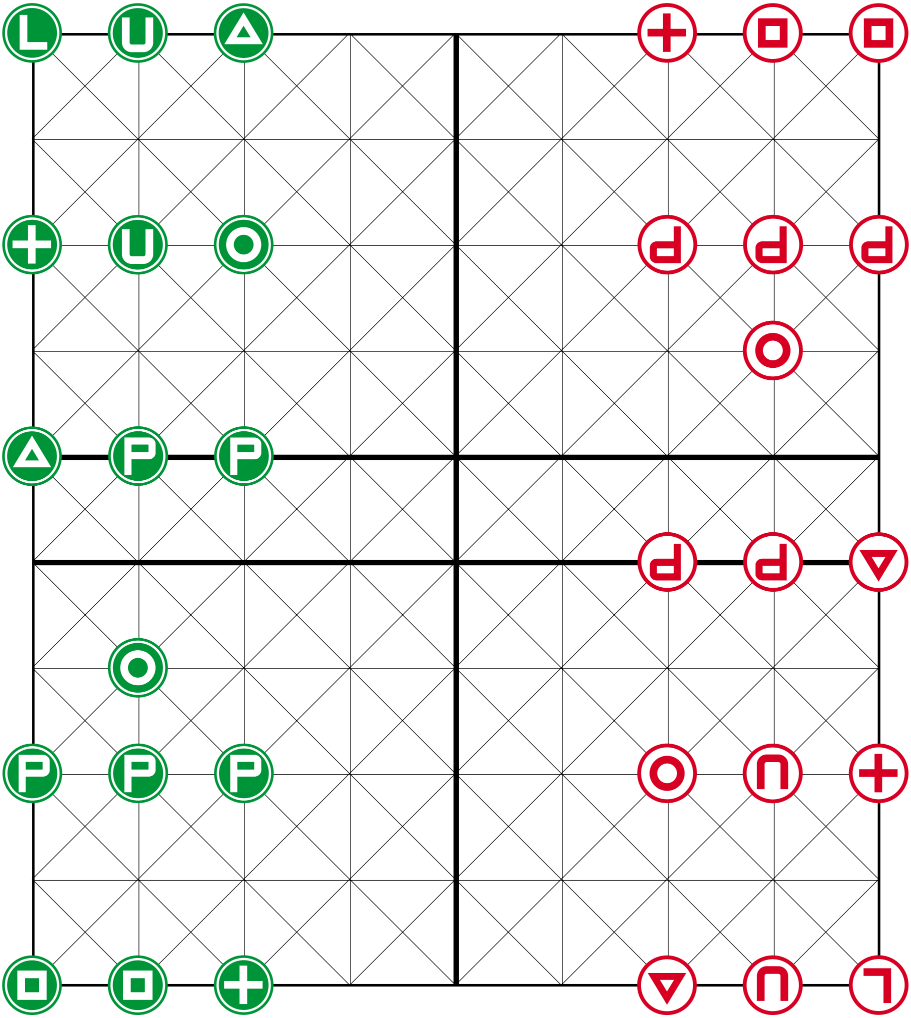
58. **35** 形 局

Shaped Game

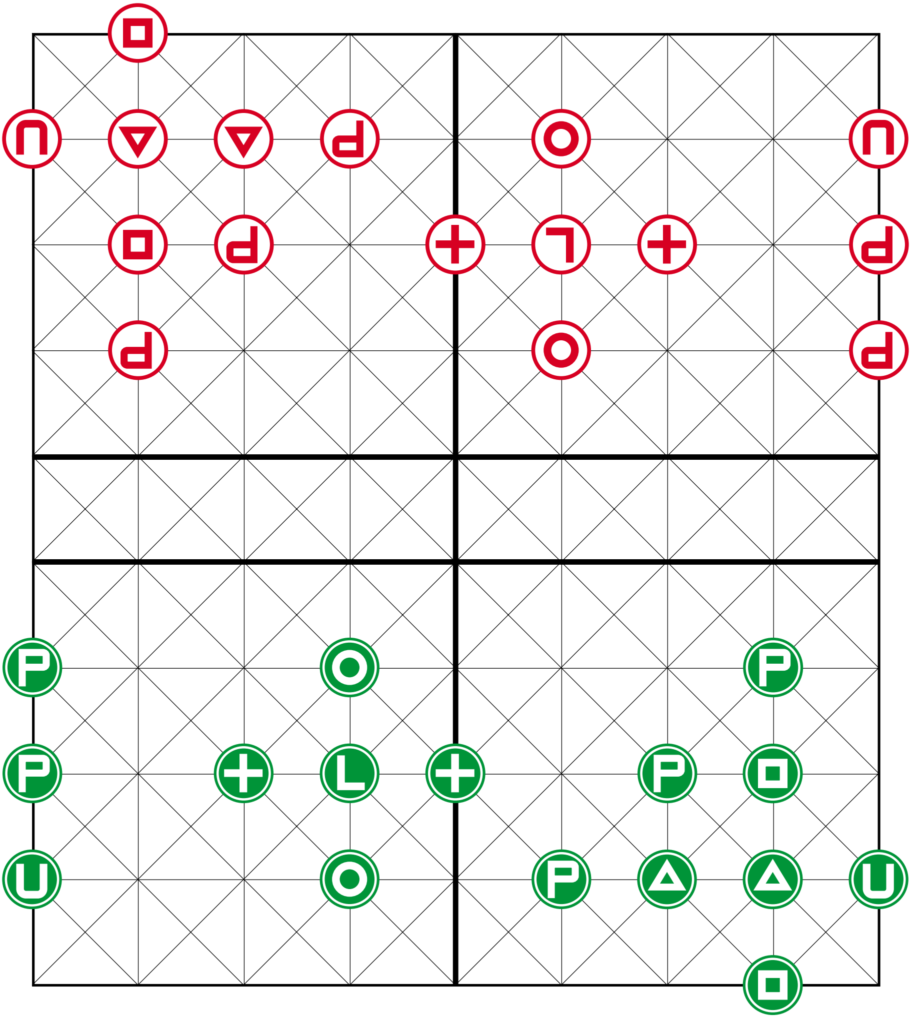


59. **1001** 形　局

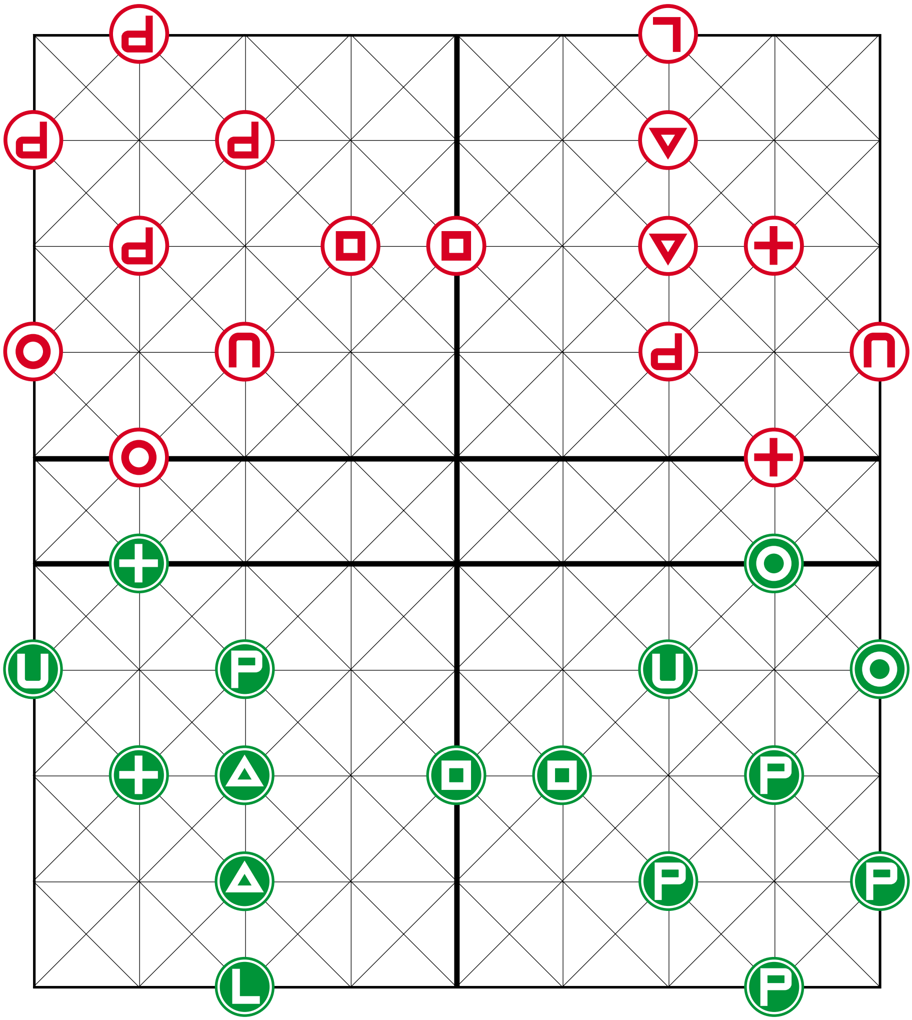
Shaped Game



60. **111•11** 形 局 **Shaped Game**

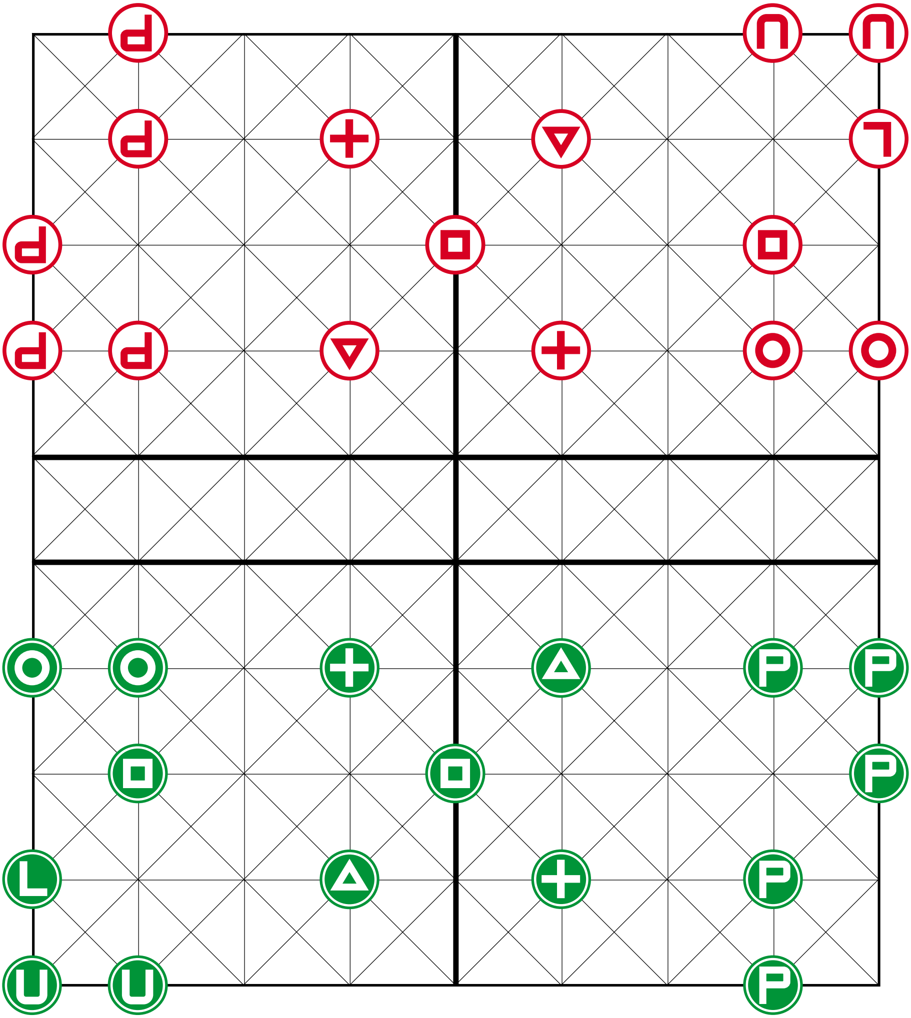


61. **1+4** 形　局 **Shaped Game**



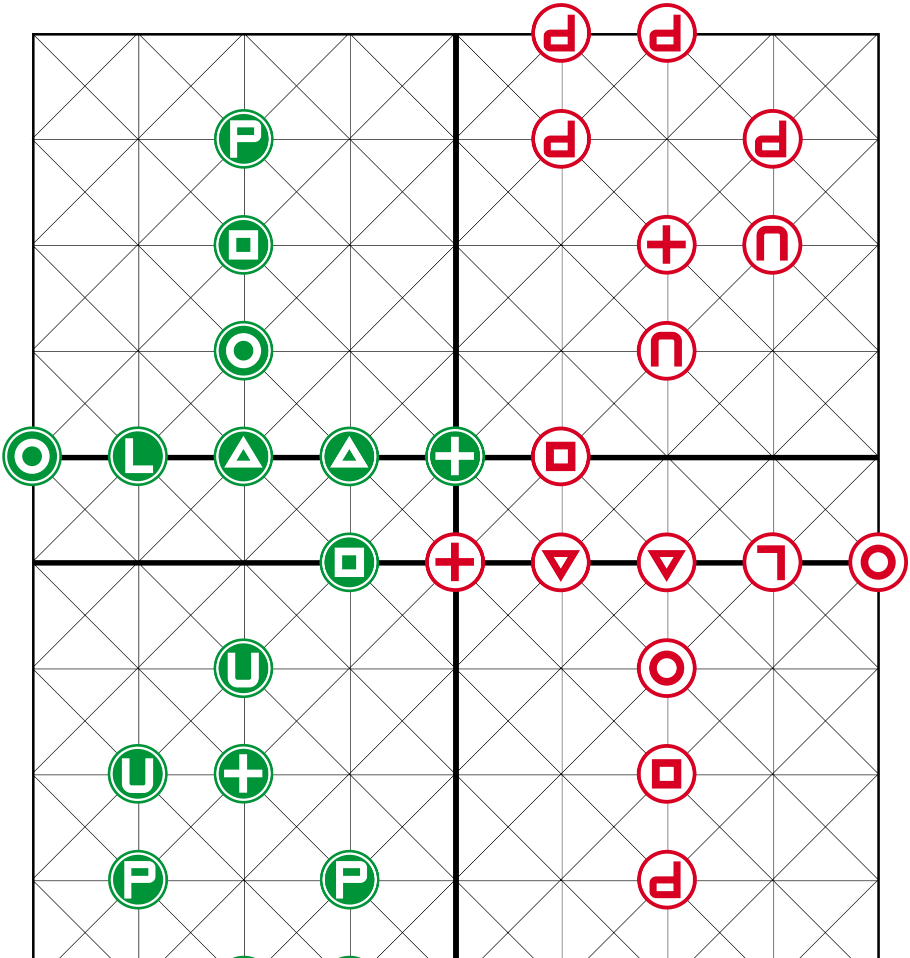
62. **9 – 8** 形 局

Shaped Game



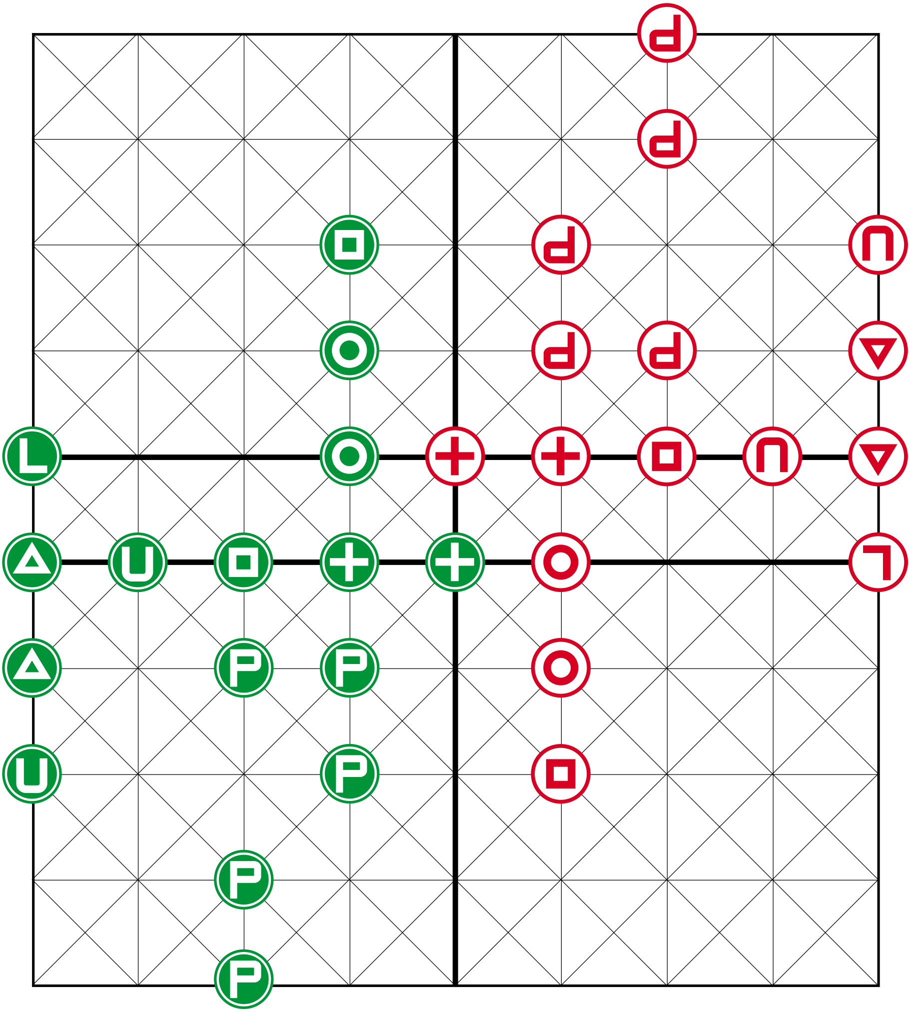
63. **2 x 7** 形 局

Shaped Game



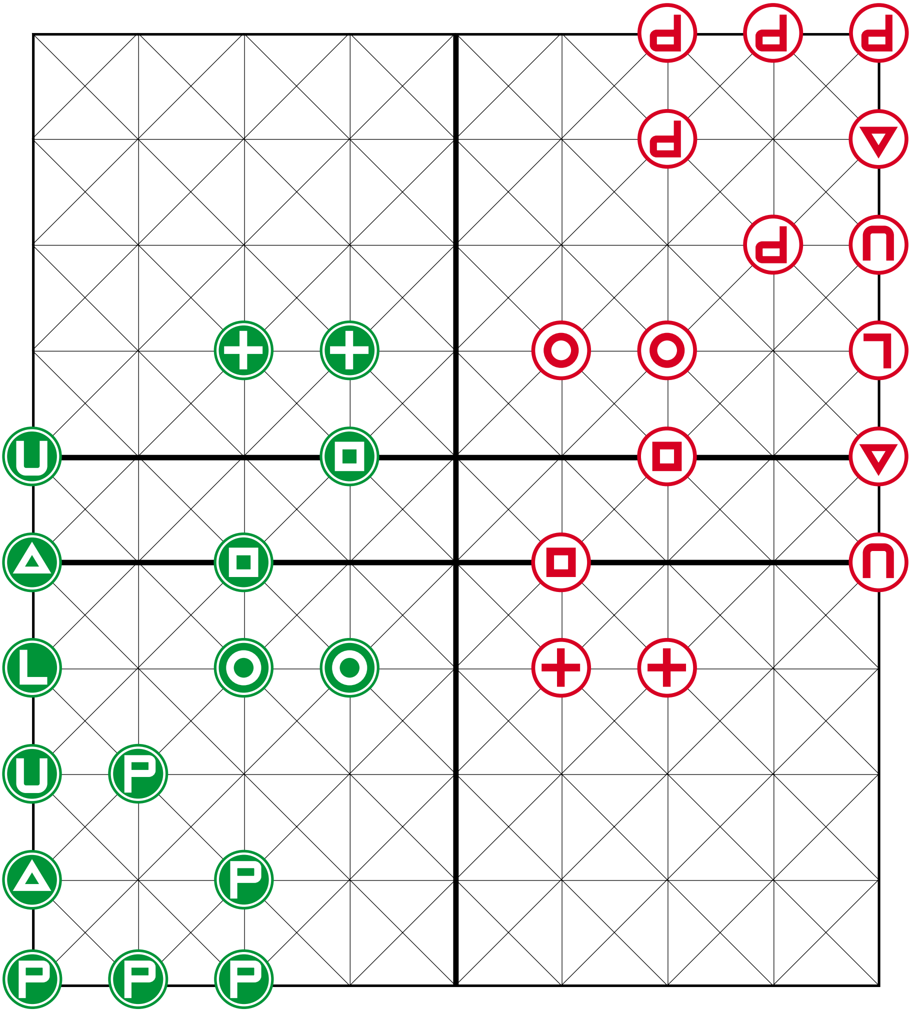
64. $\frac{1}{6}$ 形　局

Shaped Game



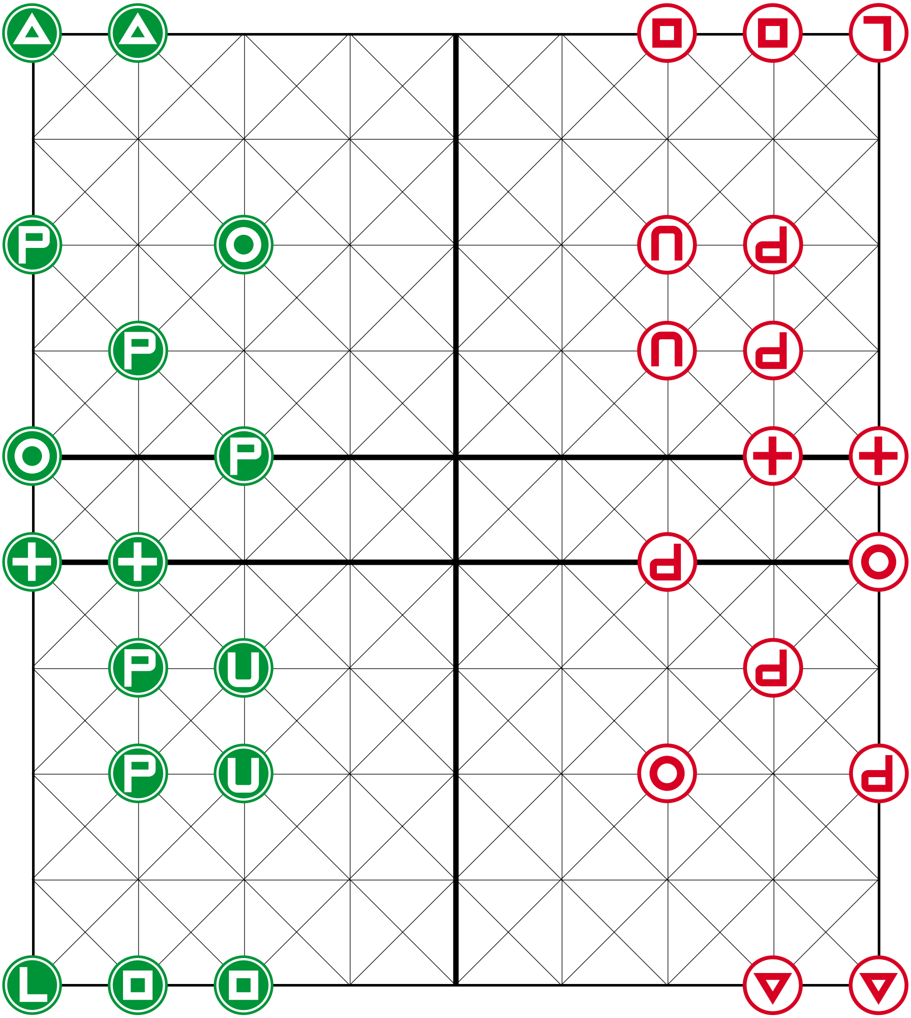
65. $1\frac{1}{7}$ 形 局

Shaped Game

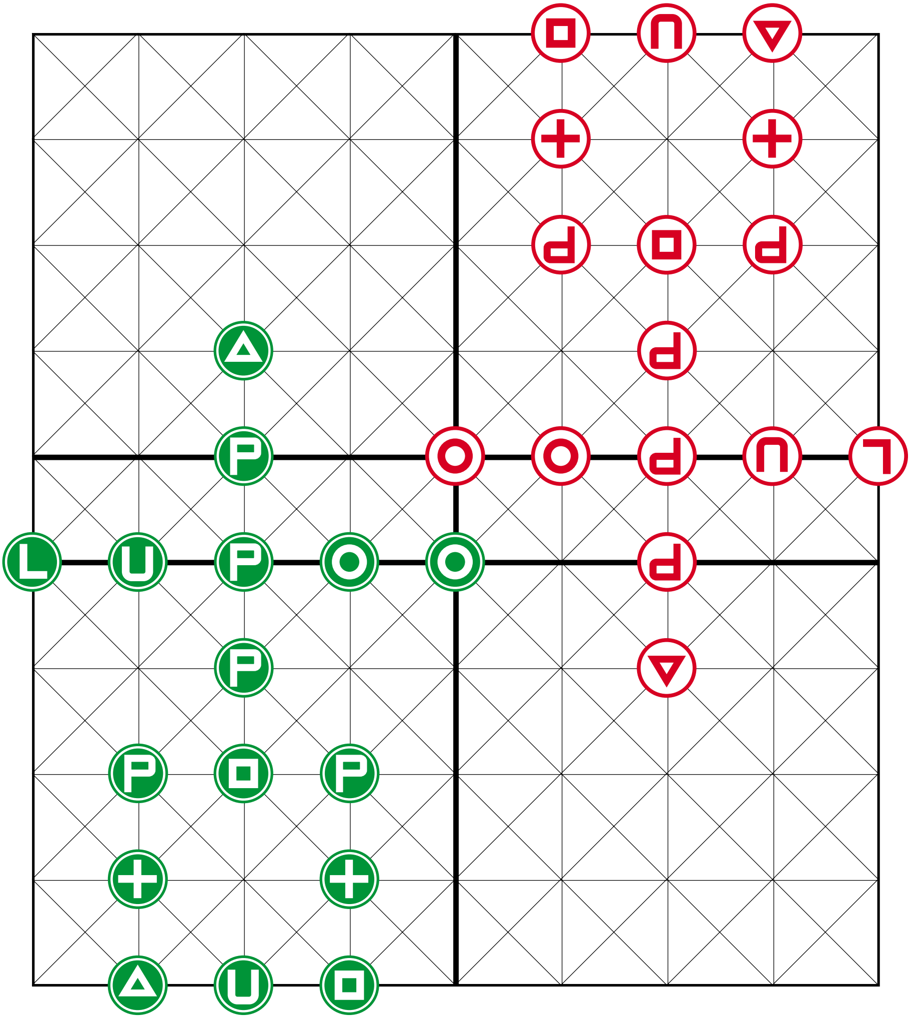


66. **6** **2** 形 局

Shaped Game

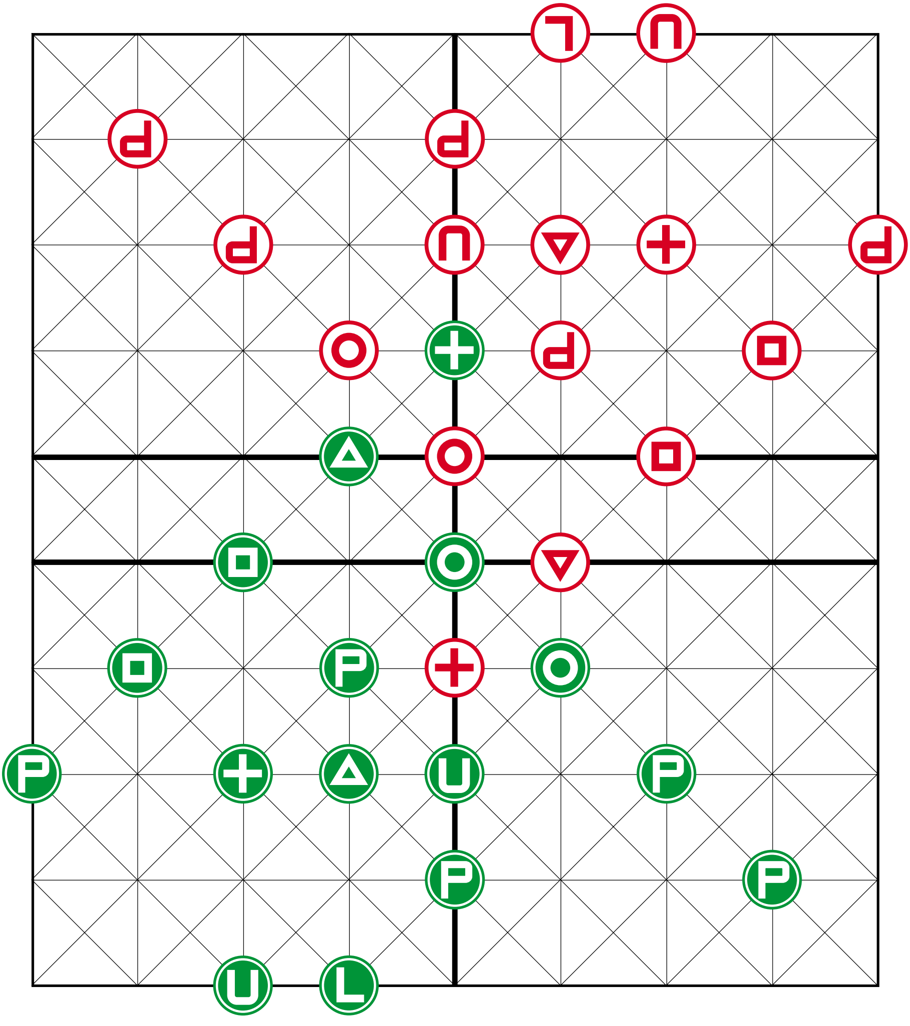


67. **1x1=1** 形 局 **Shaped Game**



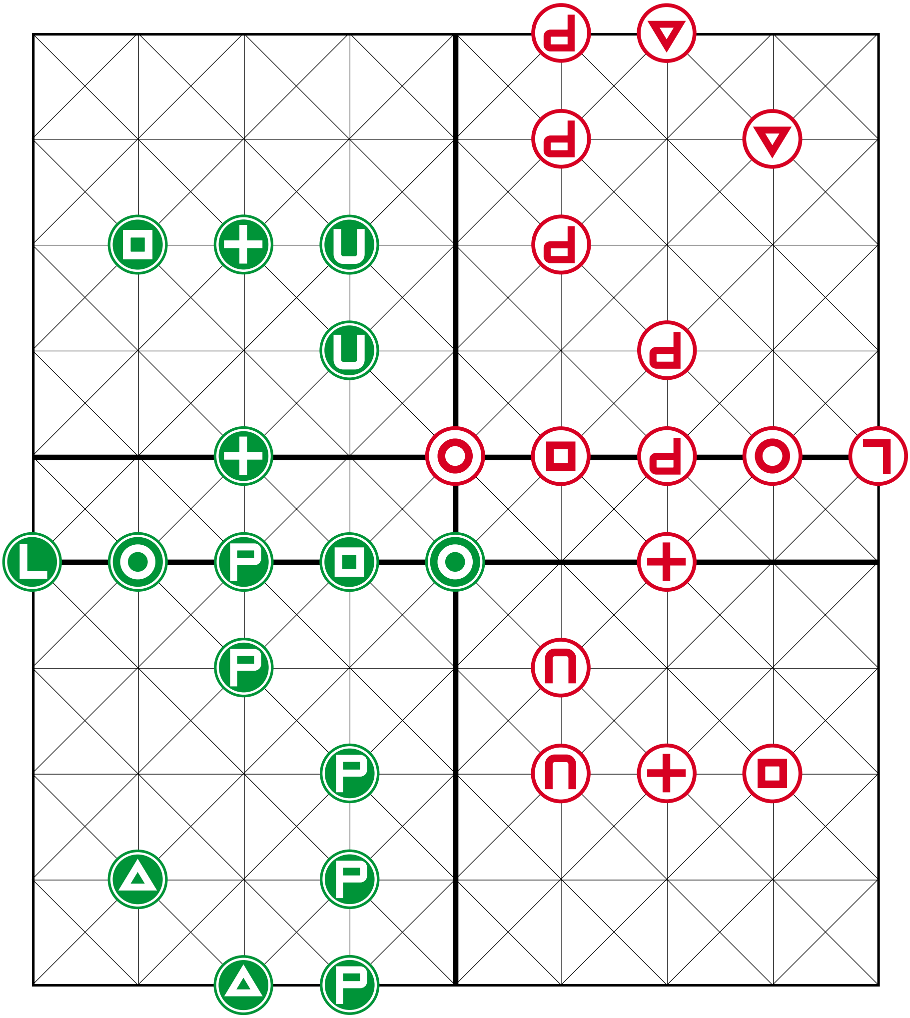
68. 古 （字）形 局

(Chinese Character) Shaped Game



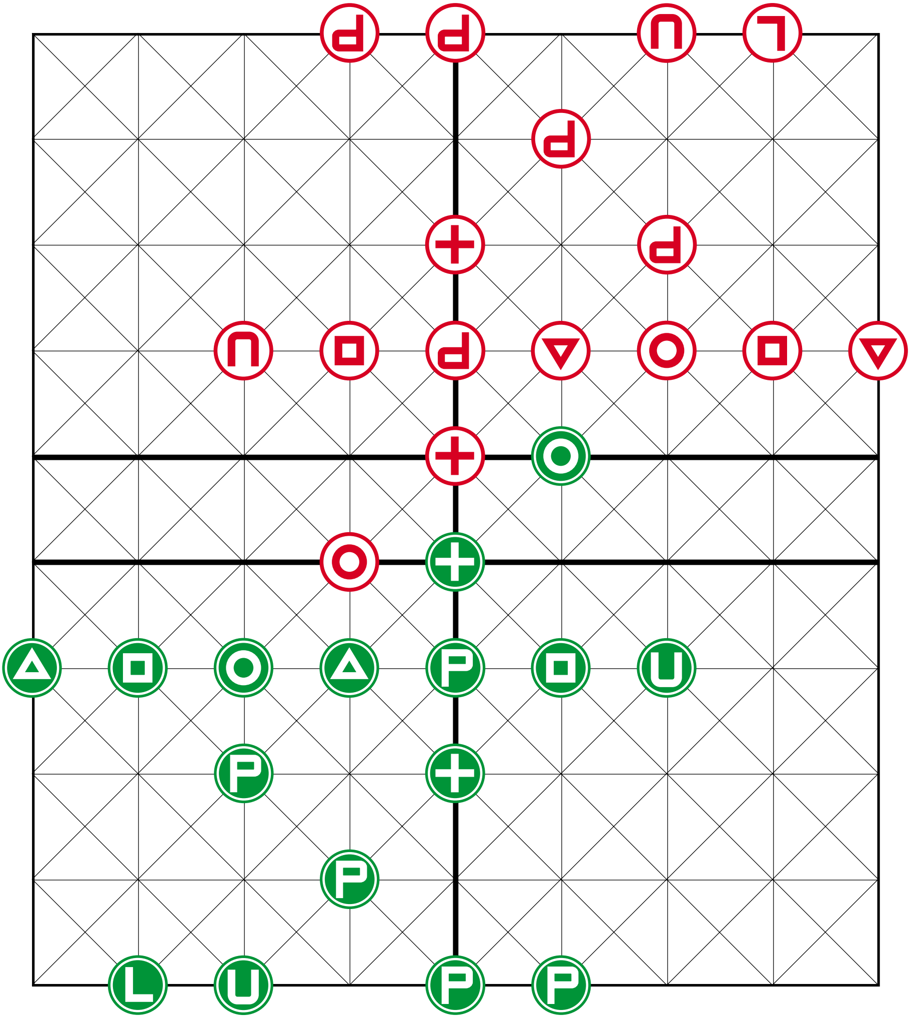
69. 今 （字）形 局

Shaped Game



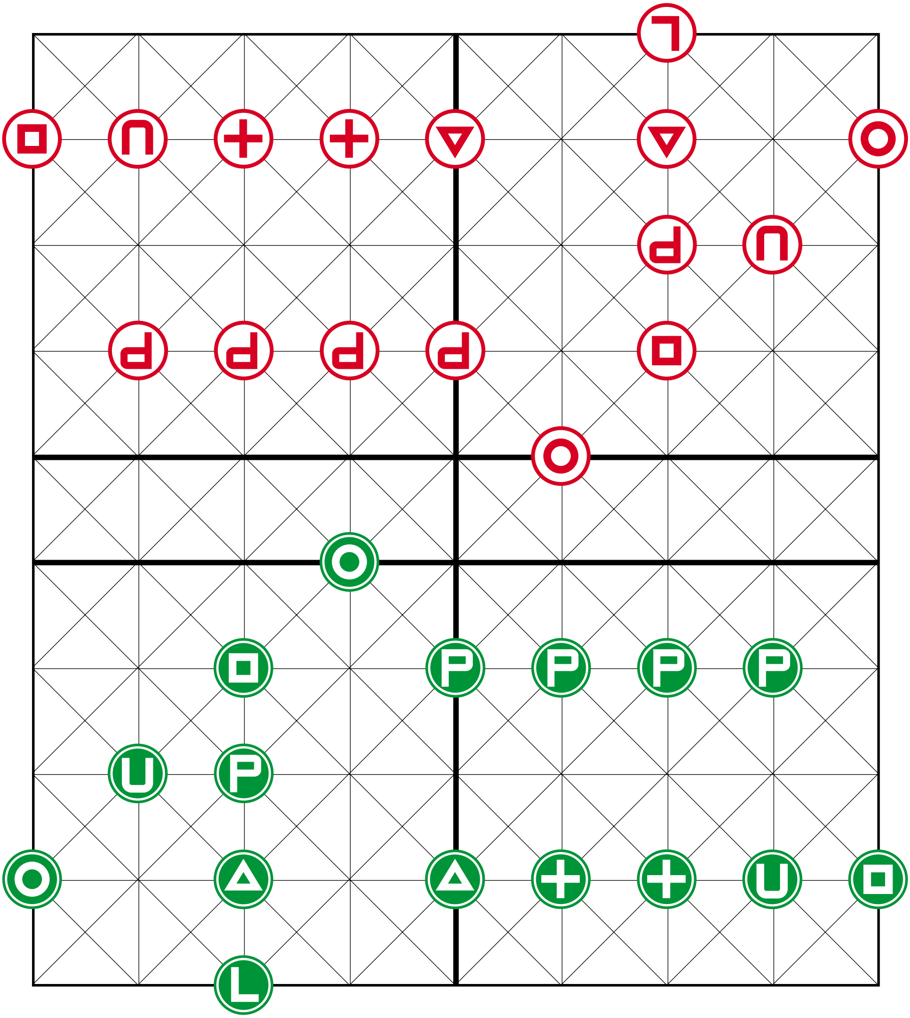
70. 子 （字） 形 局

Shaped Game



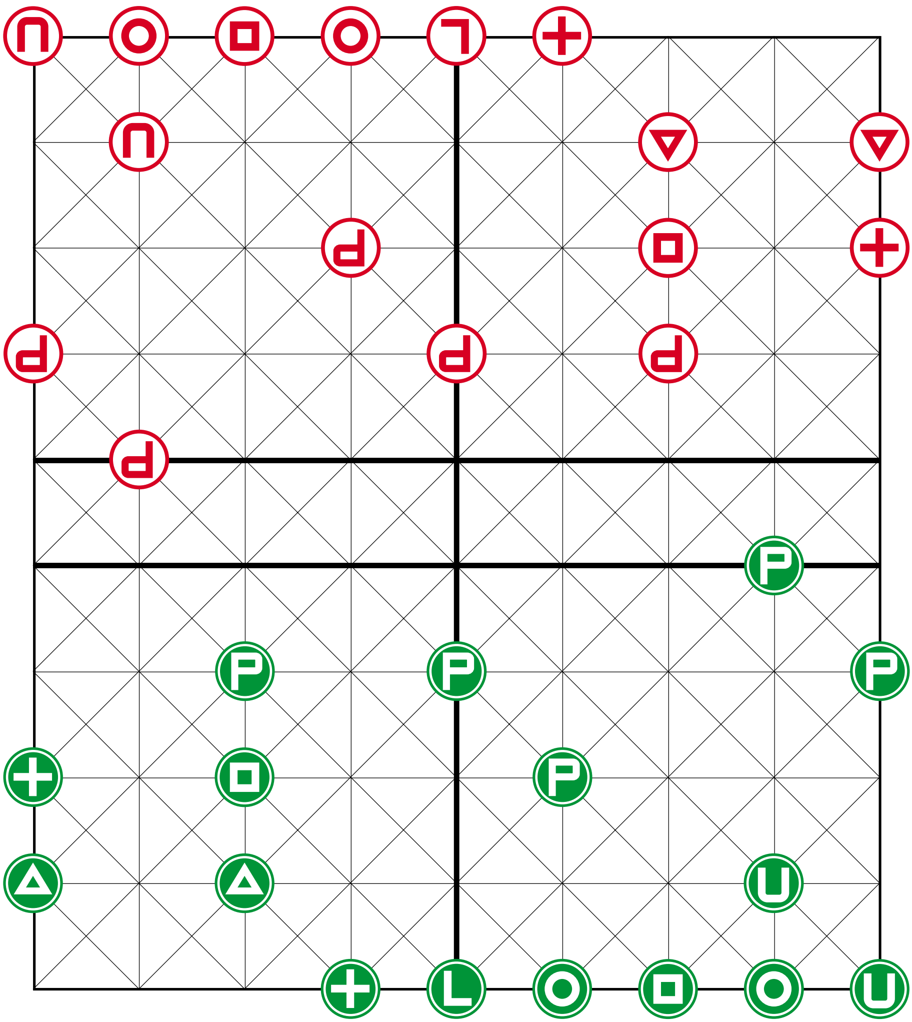
71. 女 （字） 形 局

Shaped Game

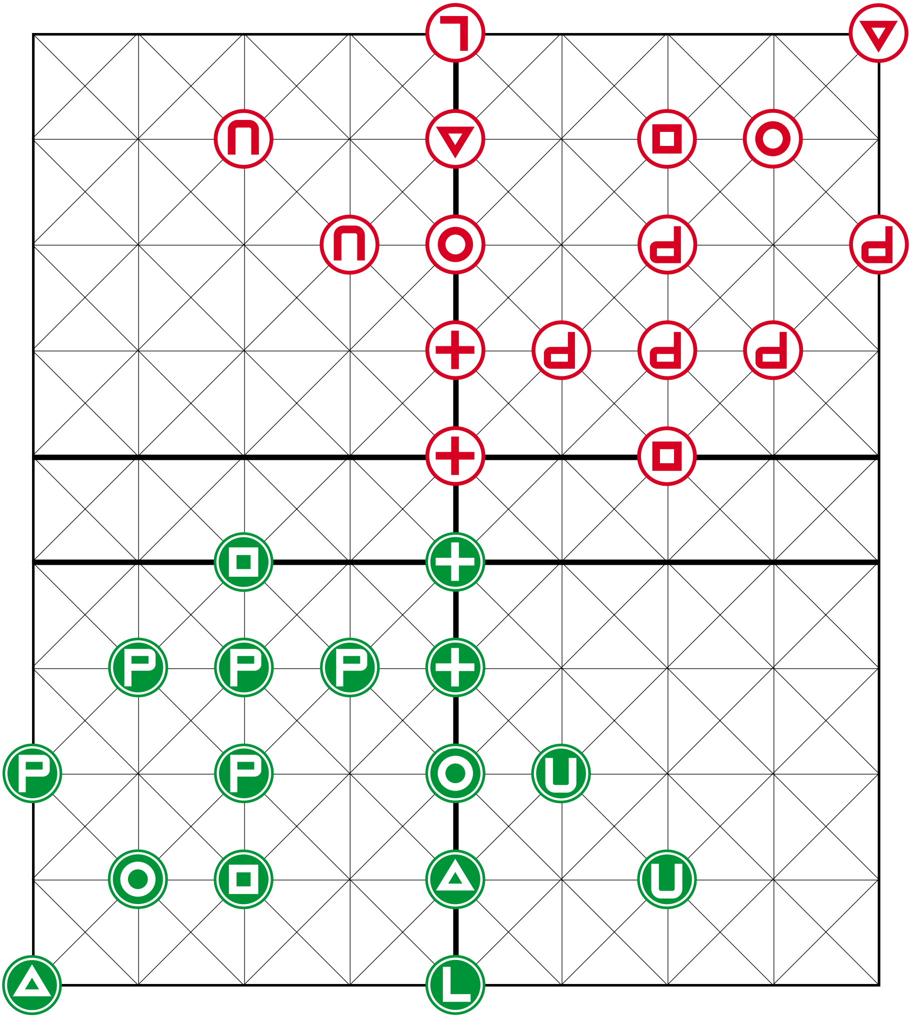


72. 仁（字）形 局

Shaped Game

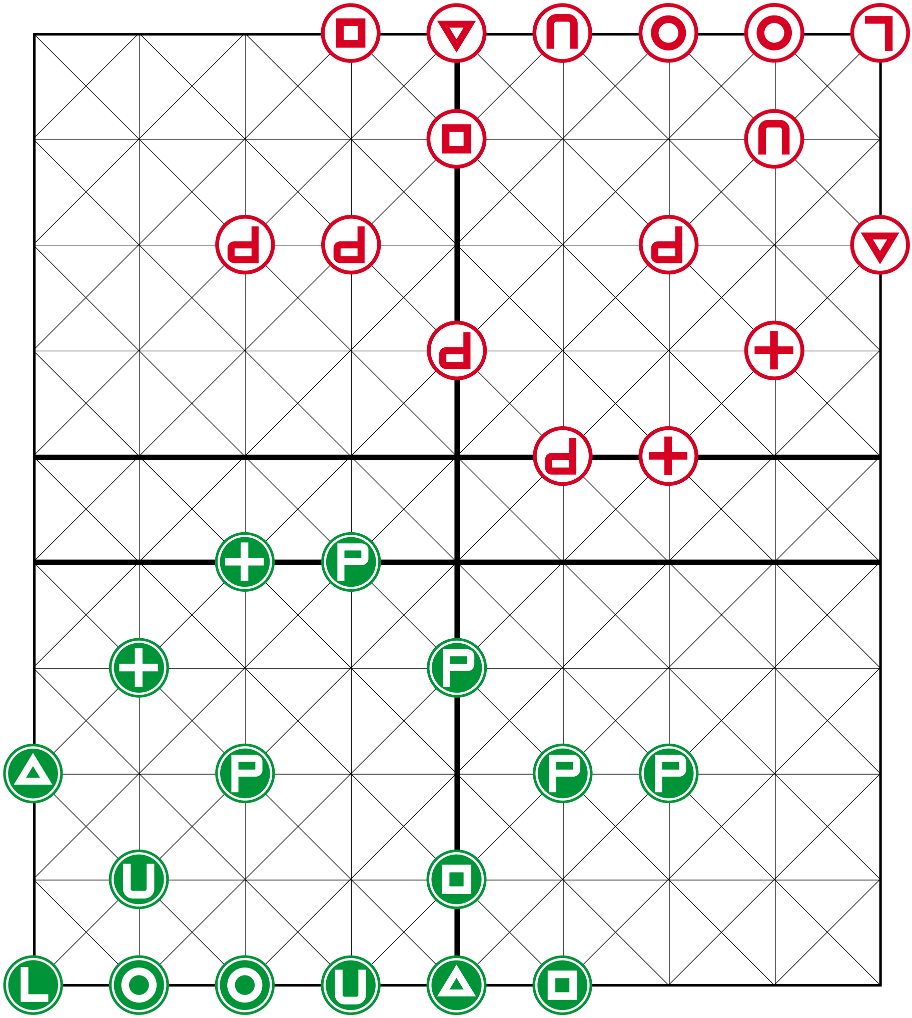


73. 心（字）形局 Shaped Game



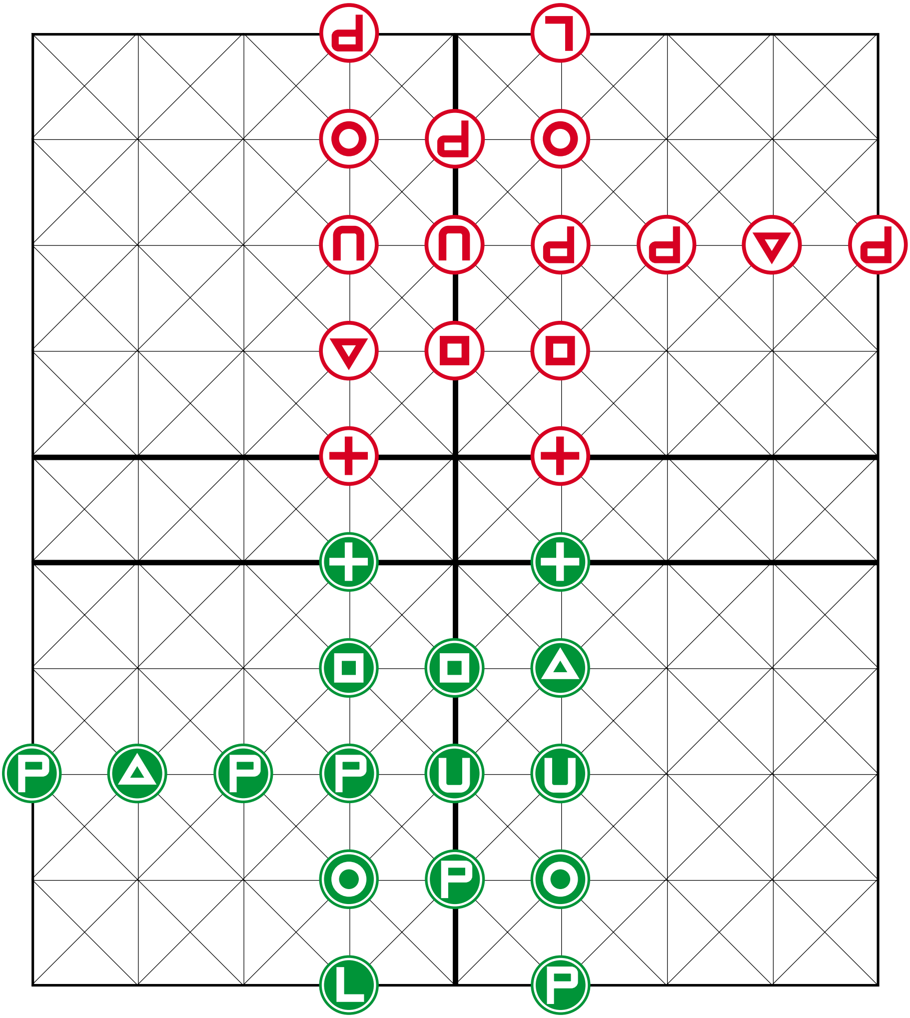
74. 外 （字） 形 局

Shaped Game



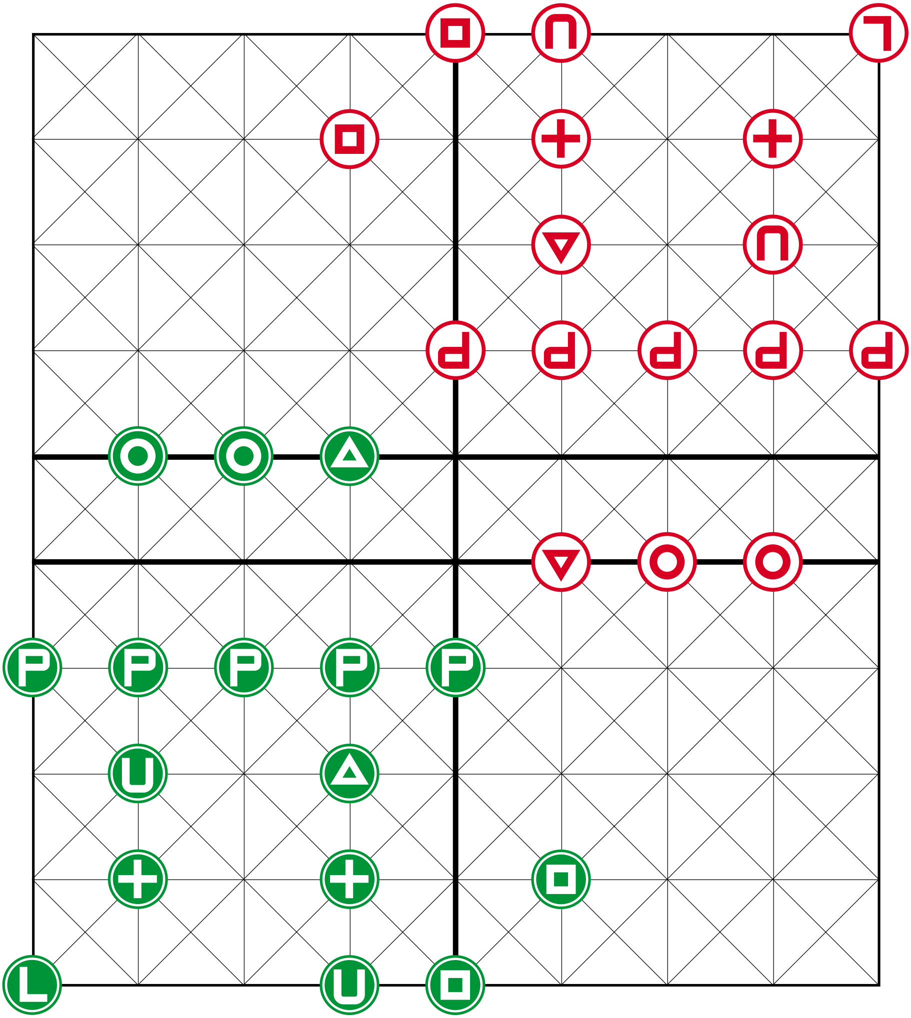
75. 公 （字） 形 局

Shaped Game



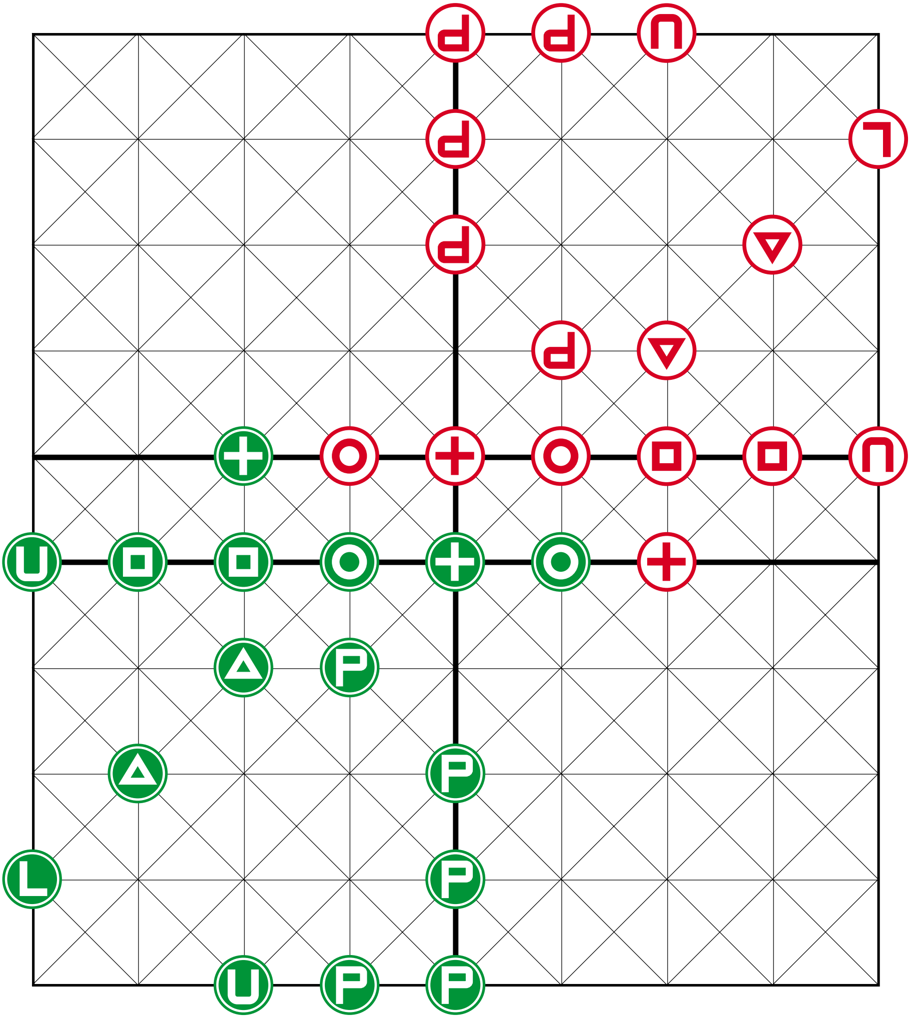
76. 平 （字） 形 局

Shaped Game



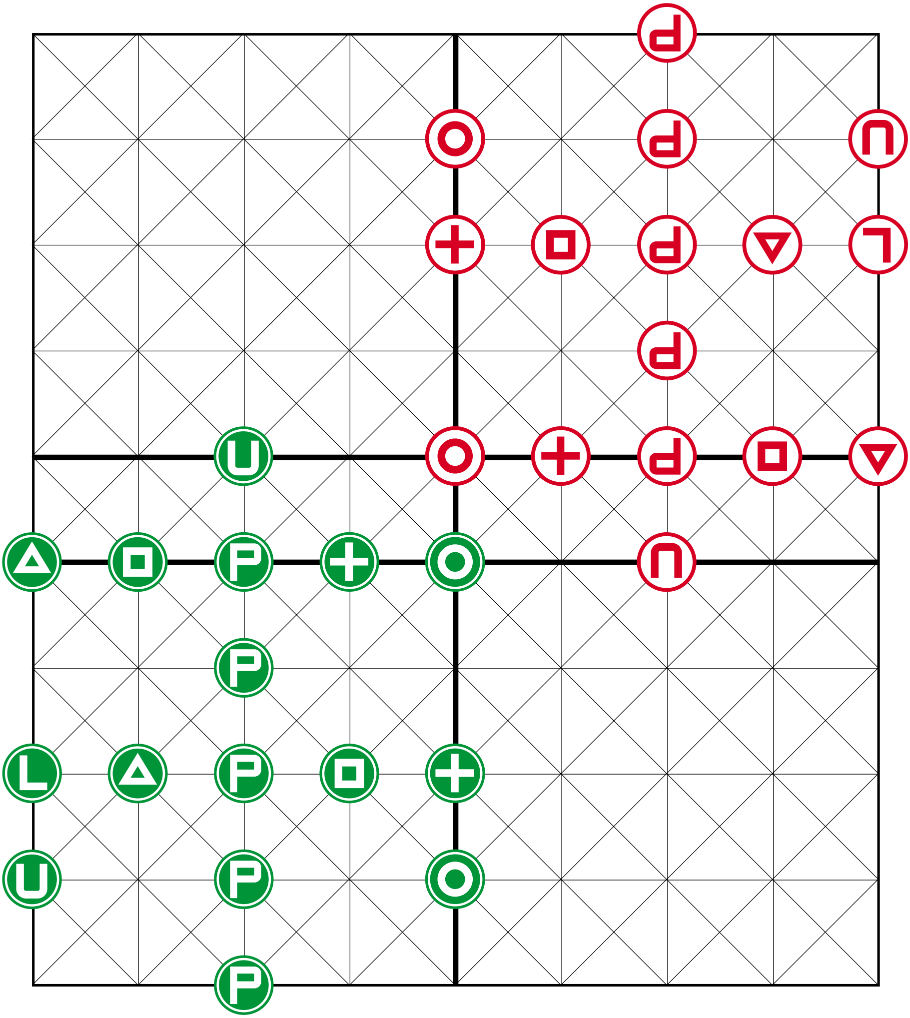
77. 元 （字） 形 局

Shaped Game



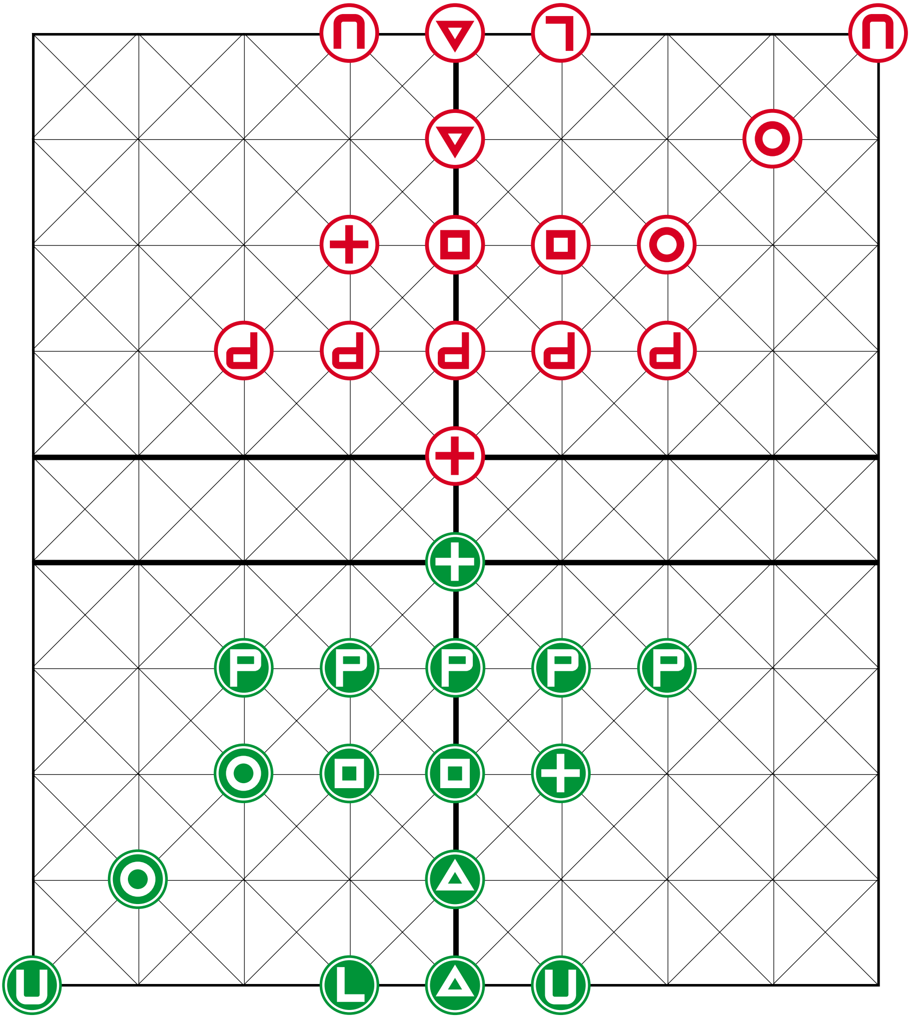
78. 方 （字） 形 局

Shaped Game



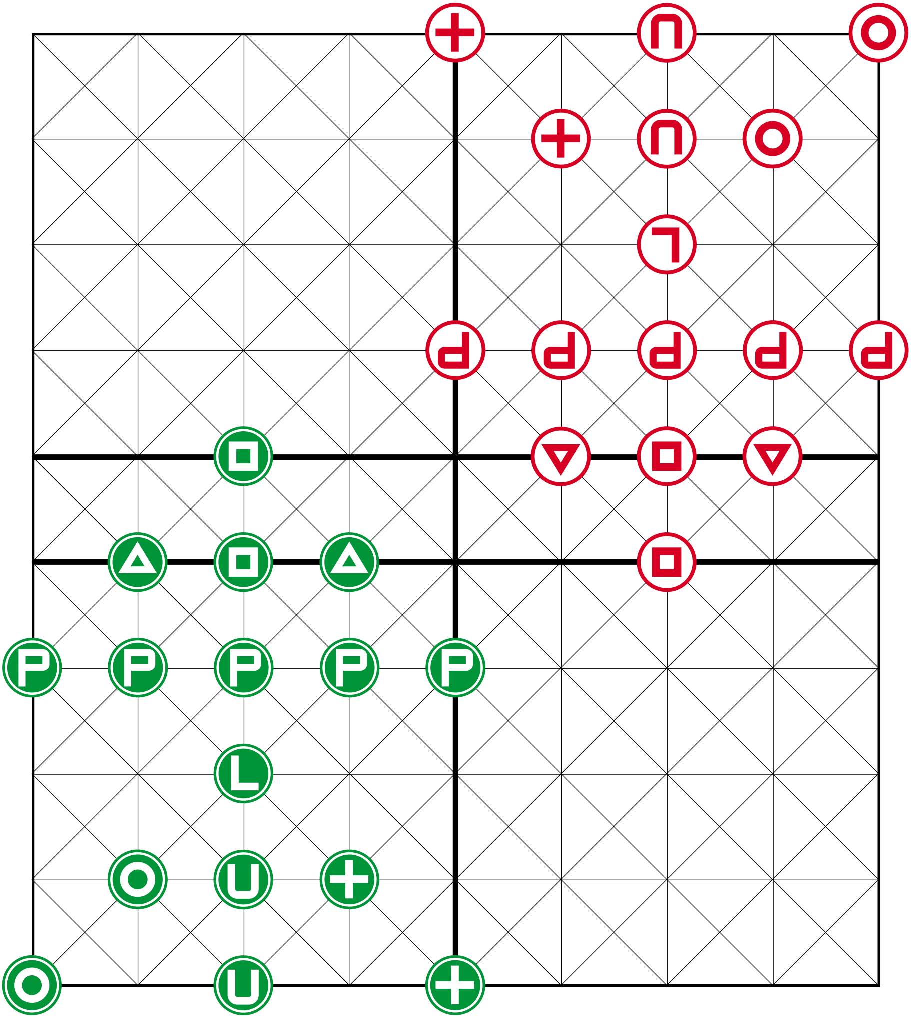
79. 市 （字） 形 局

Shaped Game



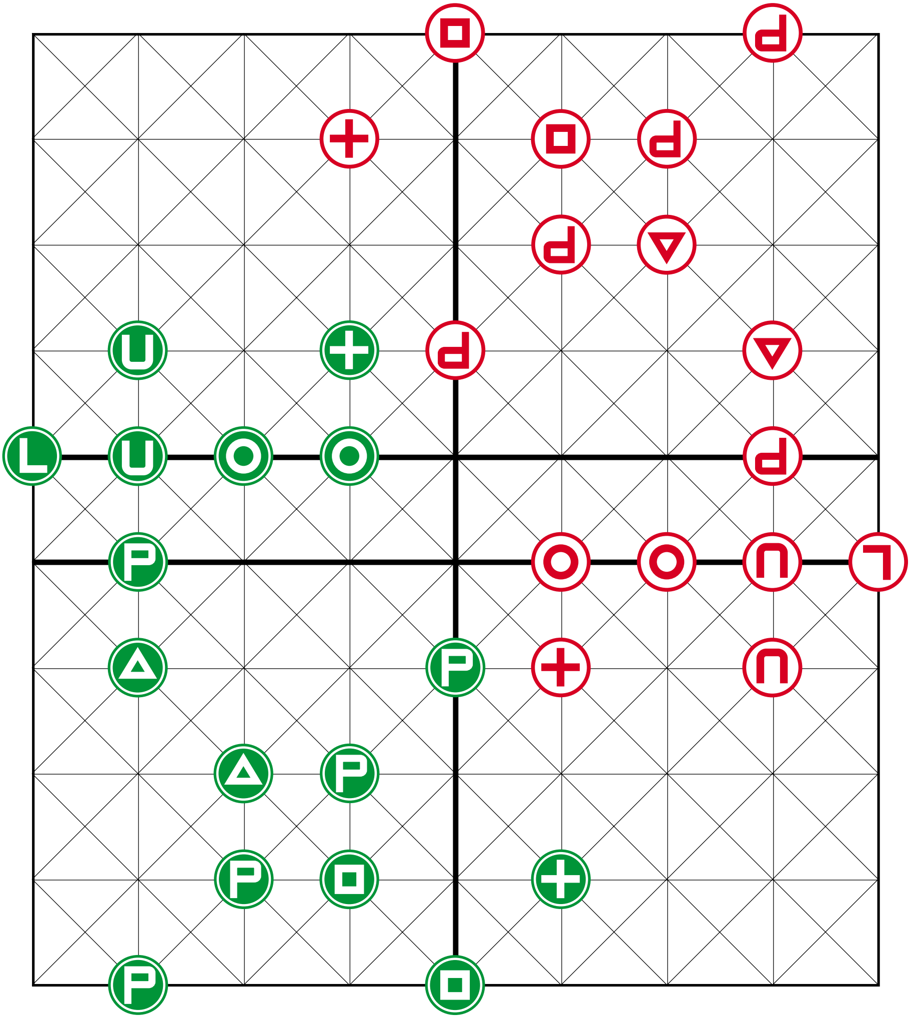
80. 左（字）形局

Shaped Game



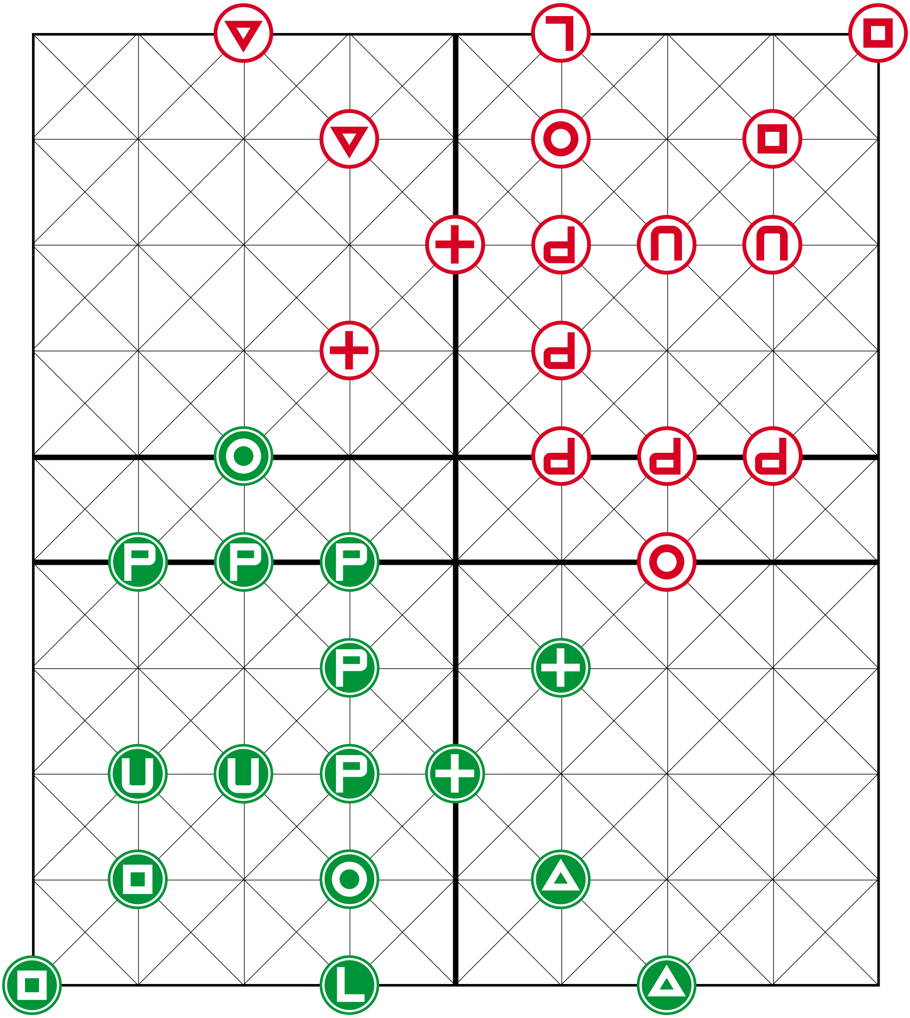
81. 未（字）形局

Shaped Game



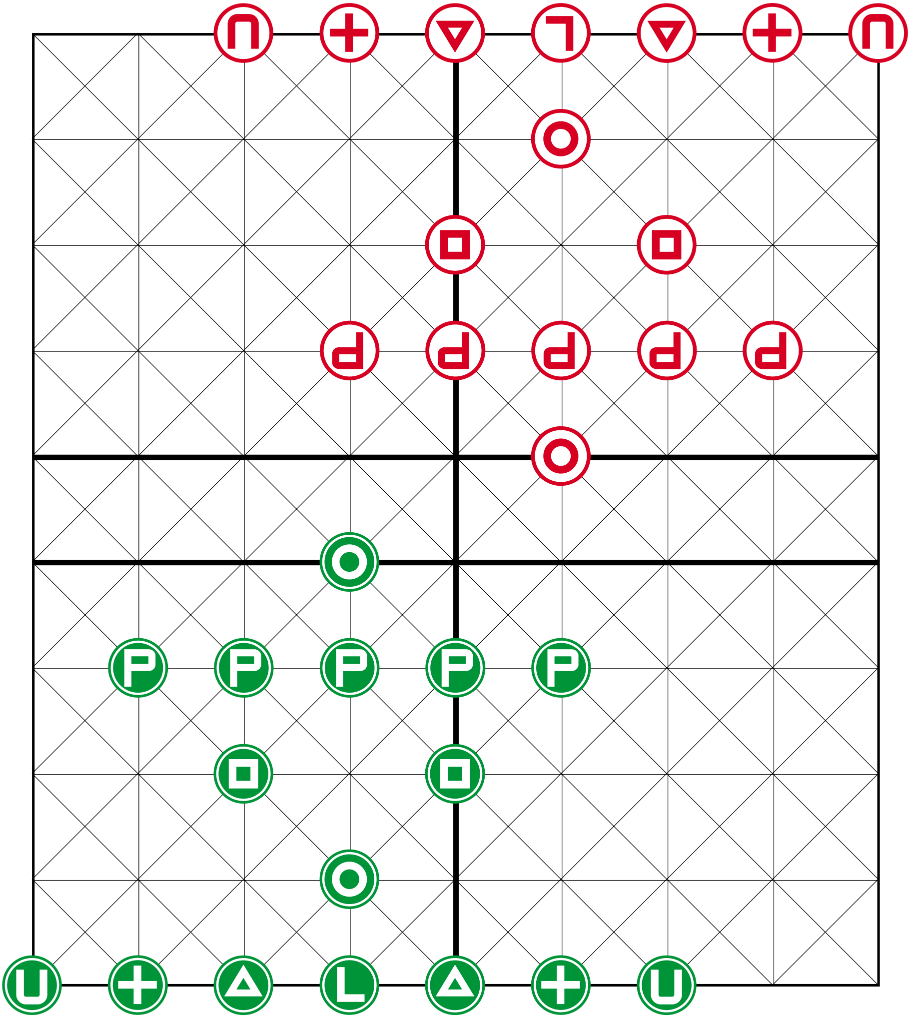
82. 戈（字）形局

Shaped Game



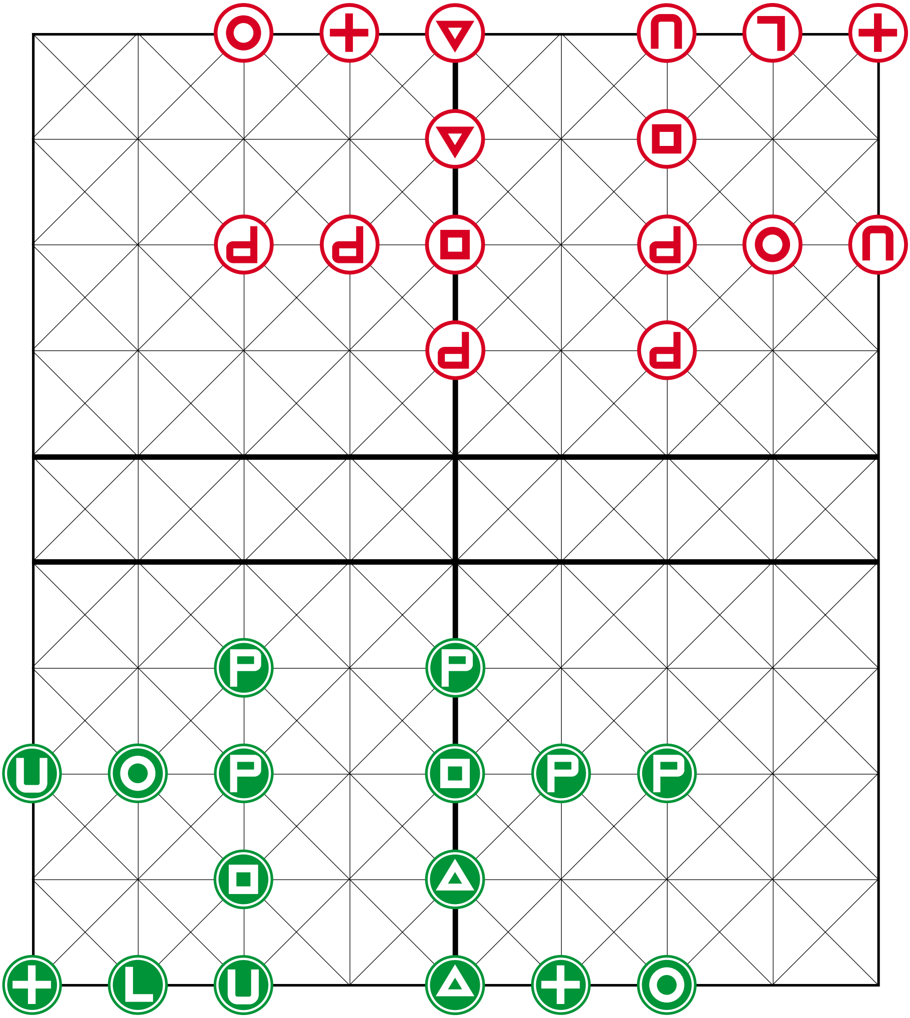
83. 永 （字） 形 局

Shaped Game



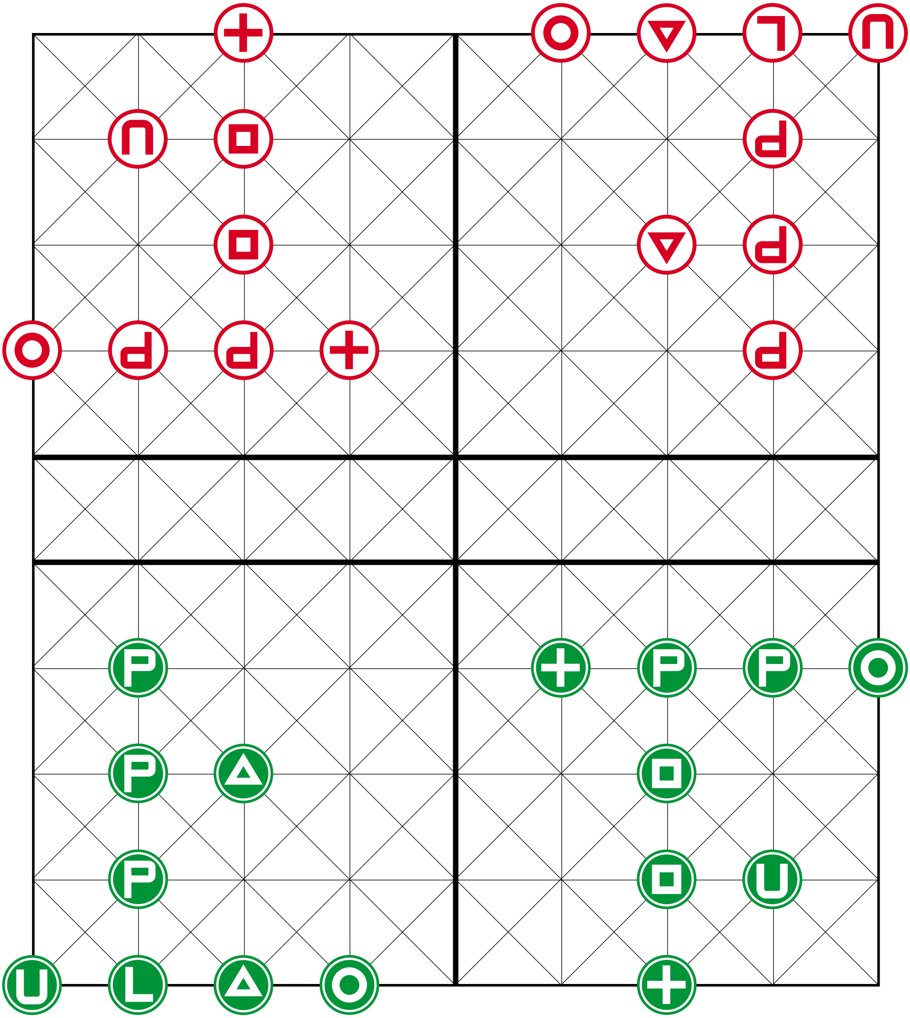
84. 立 （字） 形 局

Shaped Game



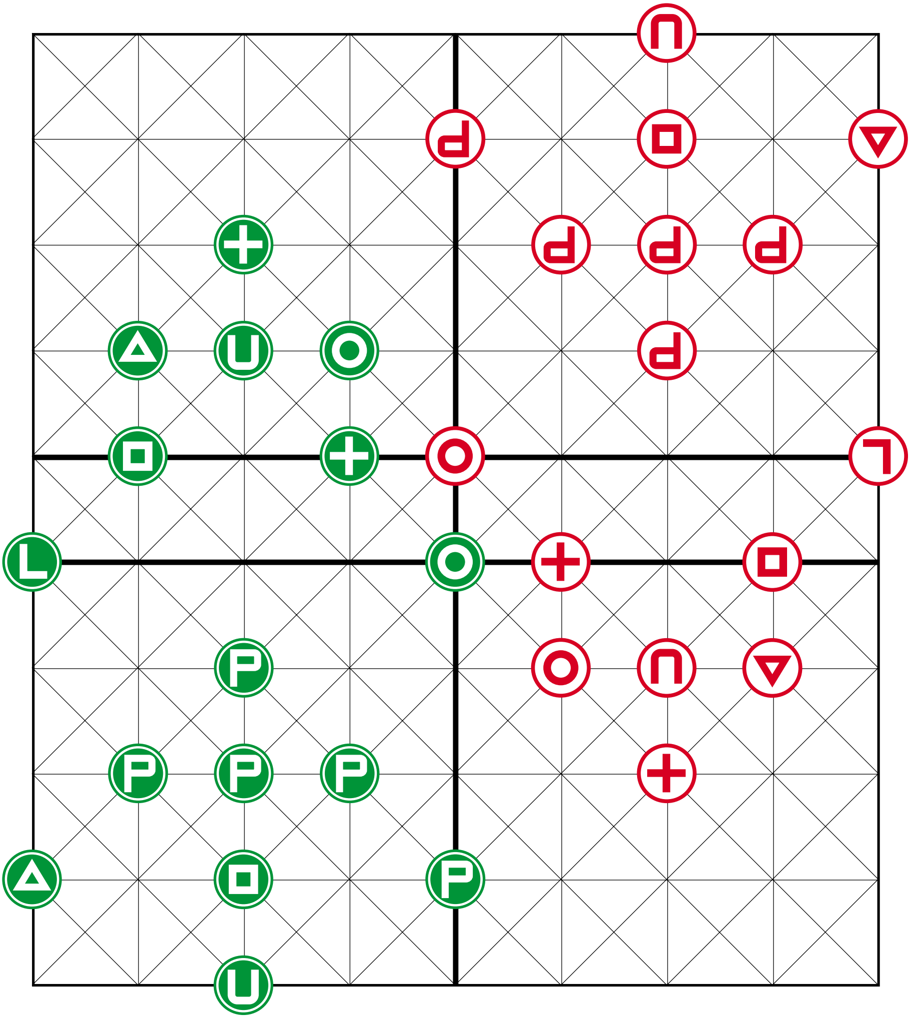
85. 北 （字）形 局

Shaped Game



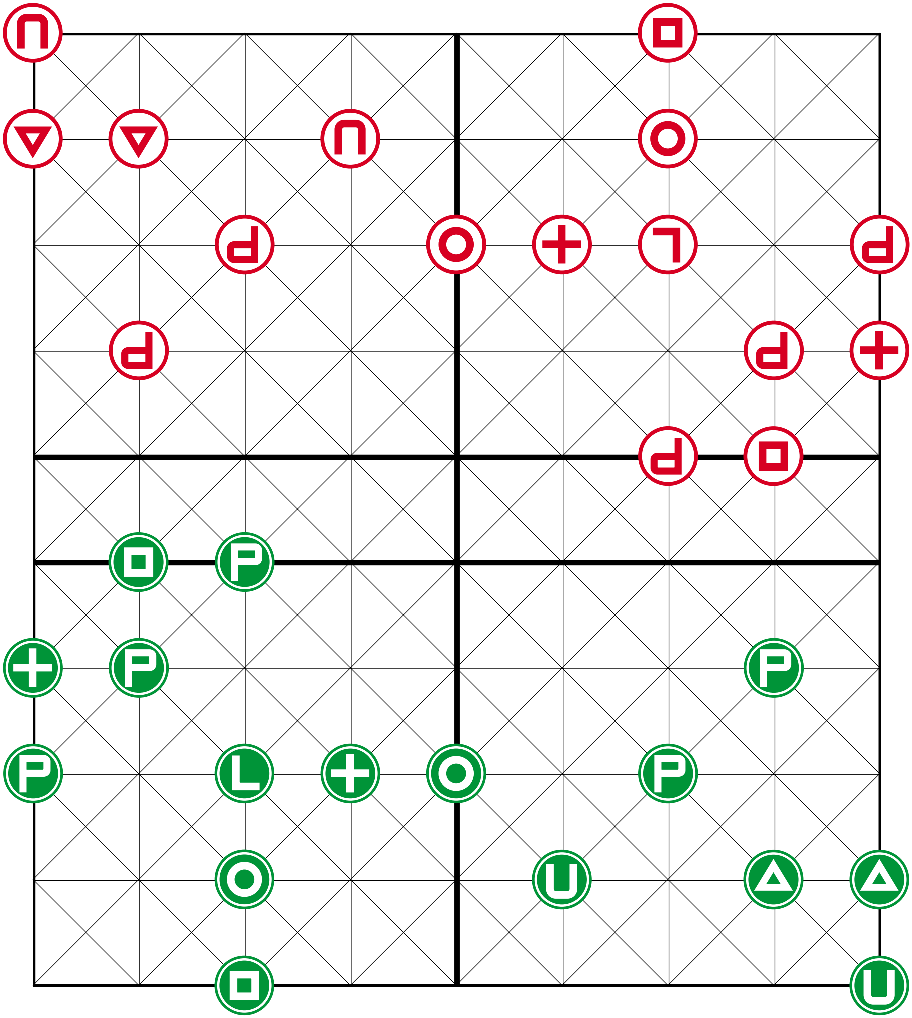
86. 上下（字）形局

Shaped Game

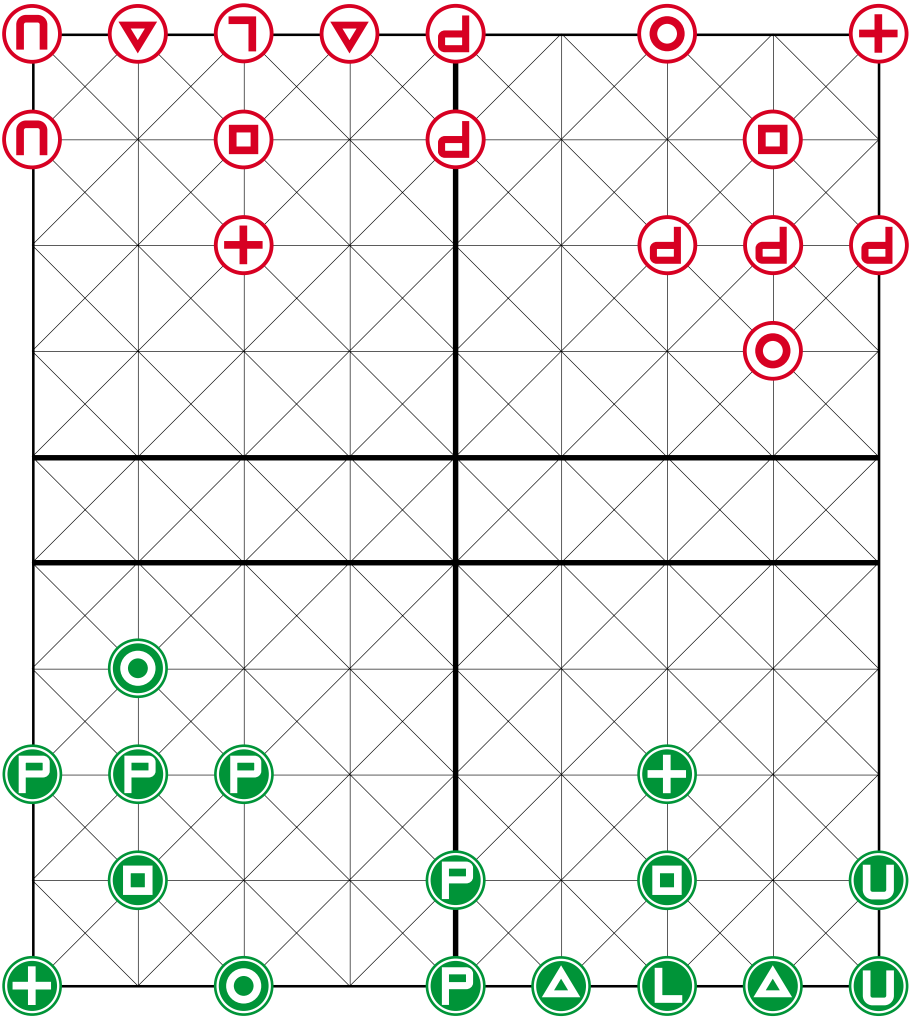


87. 大小（字）形局

Shaped Game

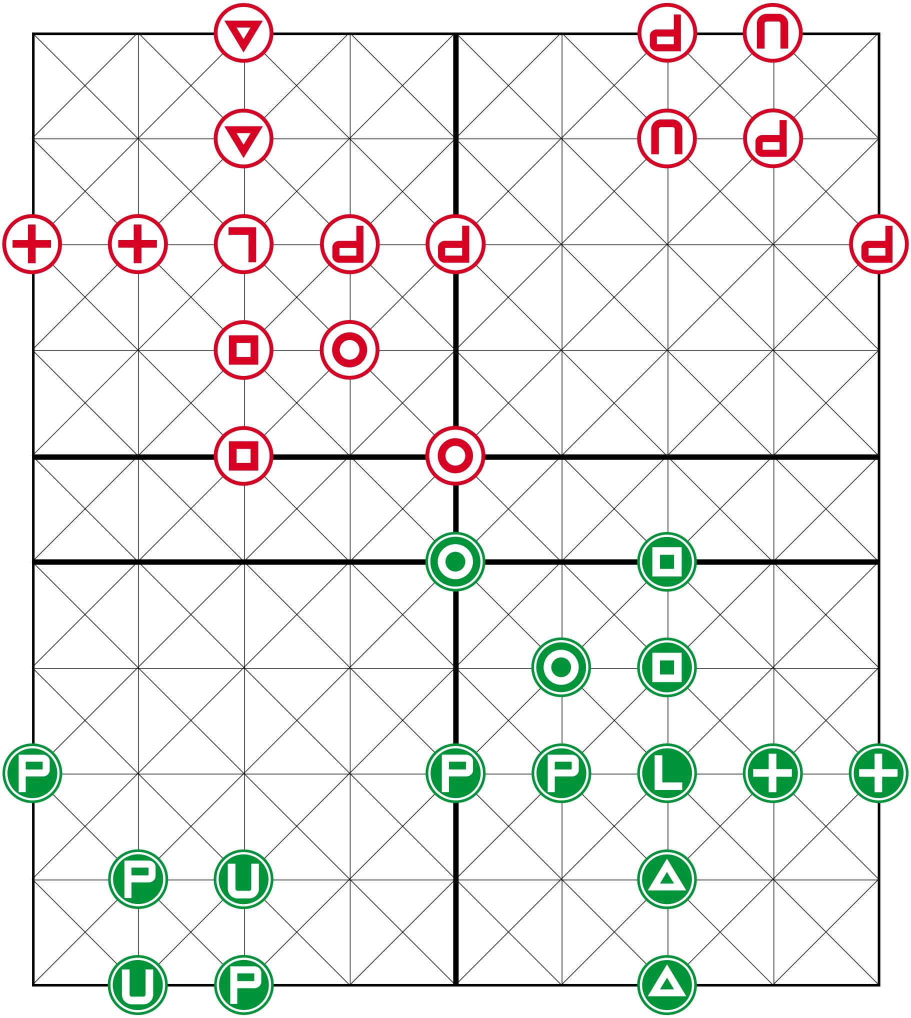


88. 天下（字）形局
Shaped Game



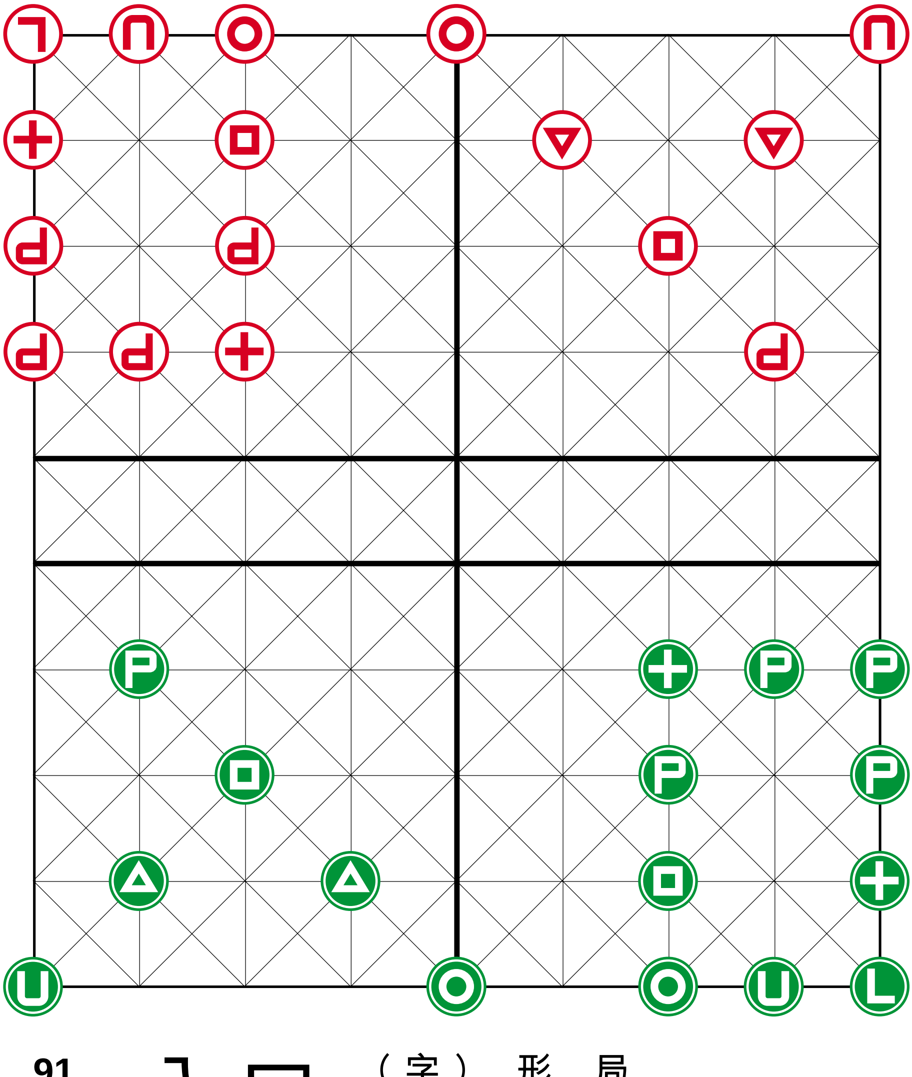
89. 大山 （字） 形 局

Shaped Game



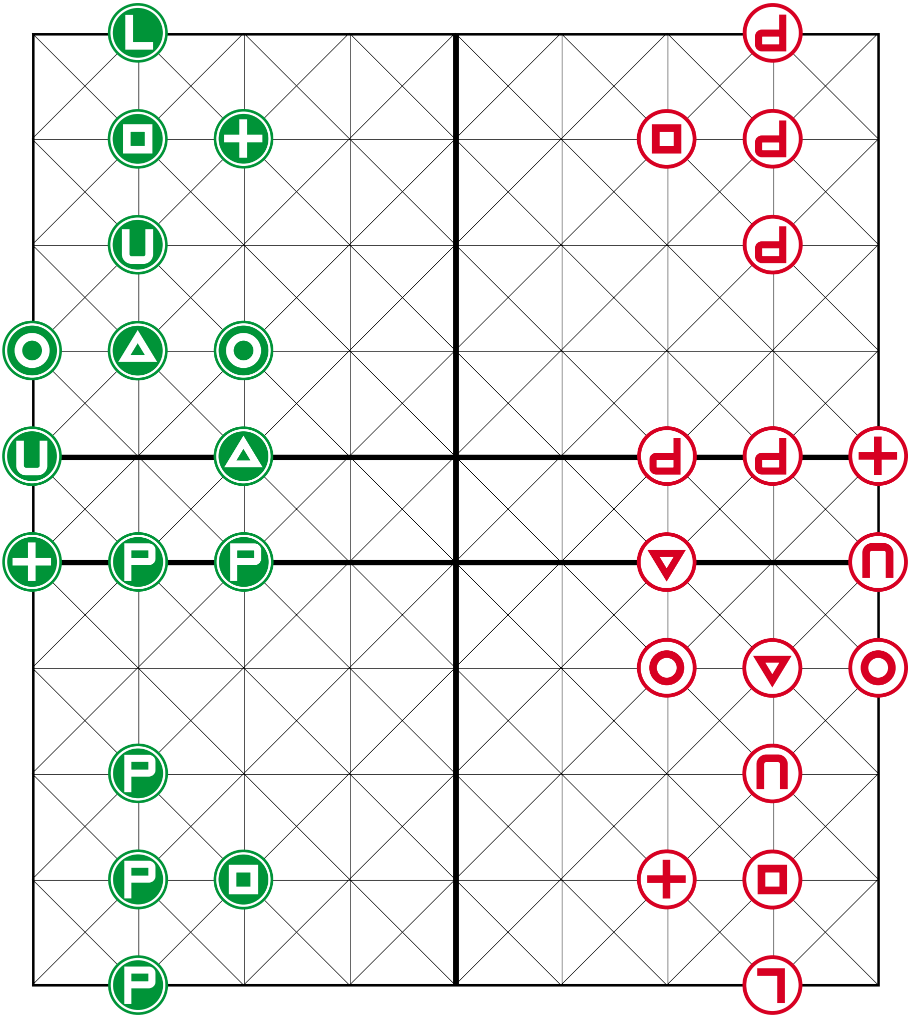
90. 小火（字）形局

Shaped Game



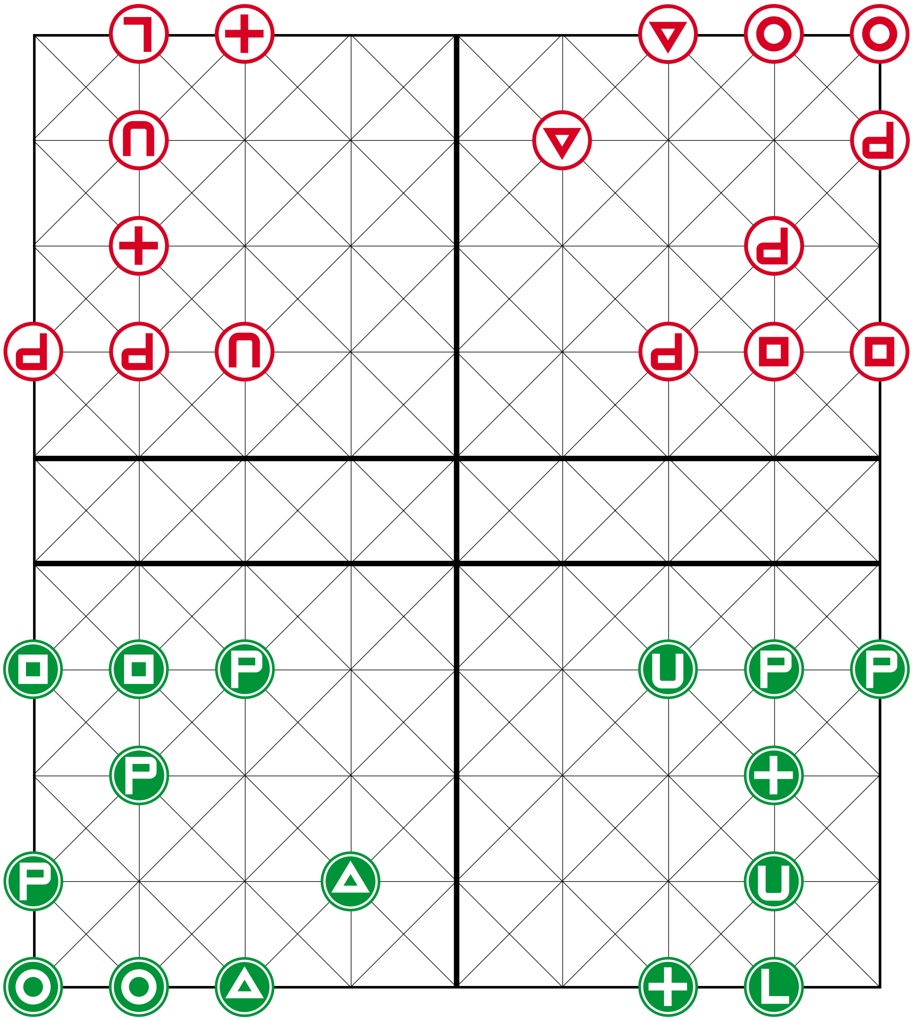
91. 入口（字）形局

Shaped Game

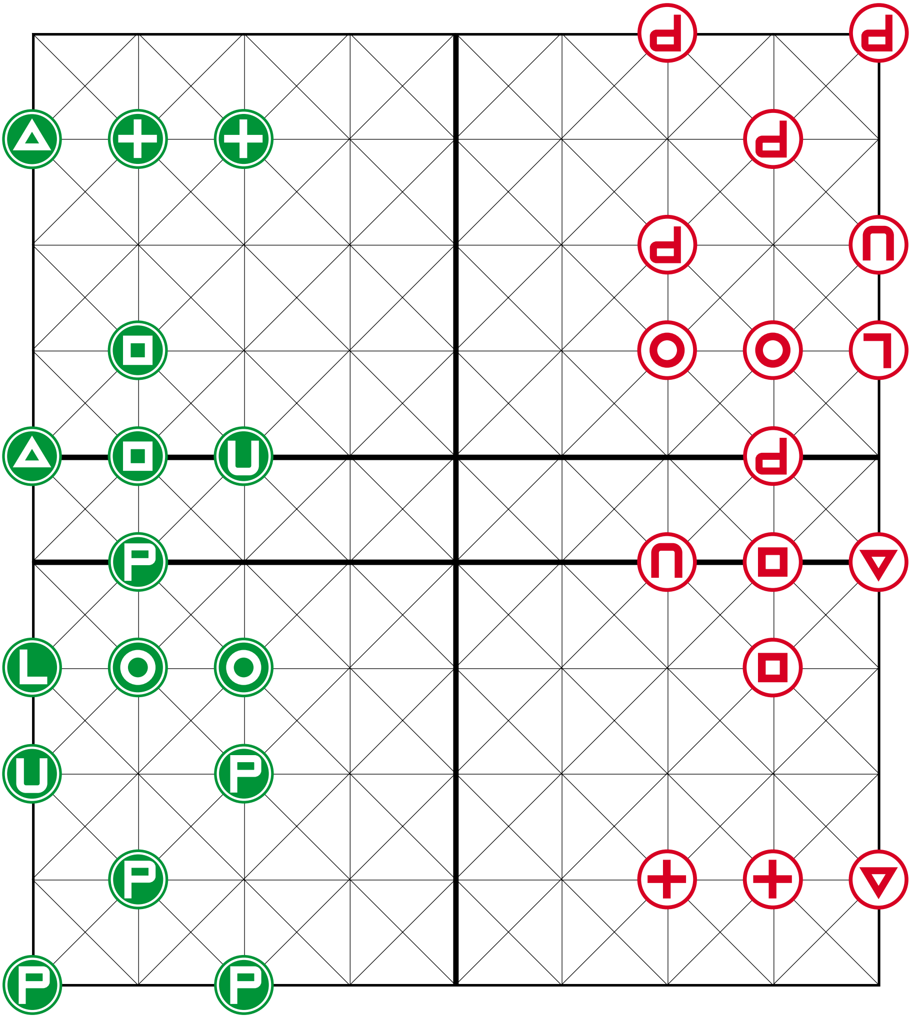


92. 占卜 （字）形局

Shaped Game

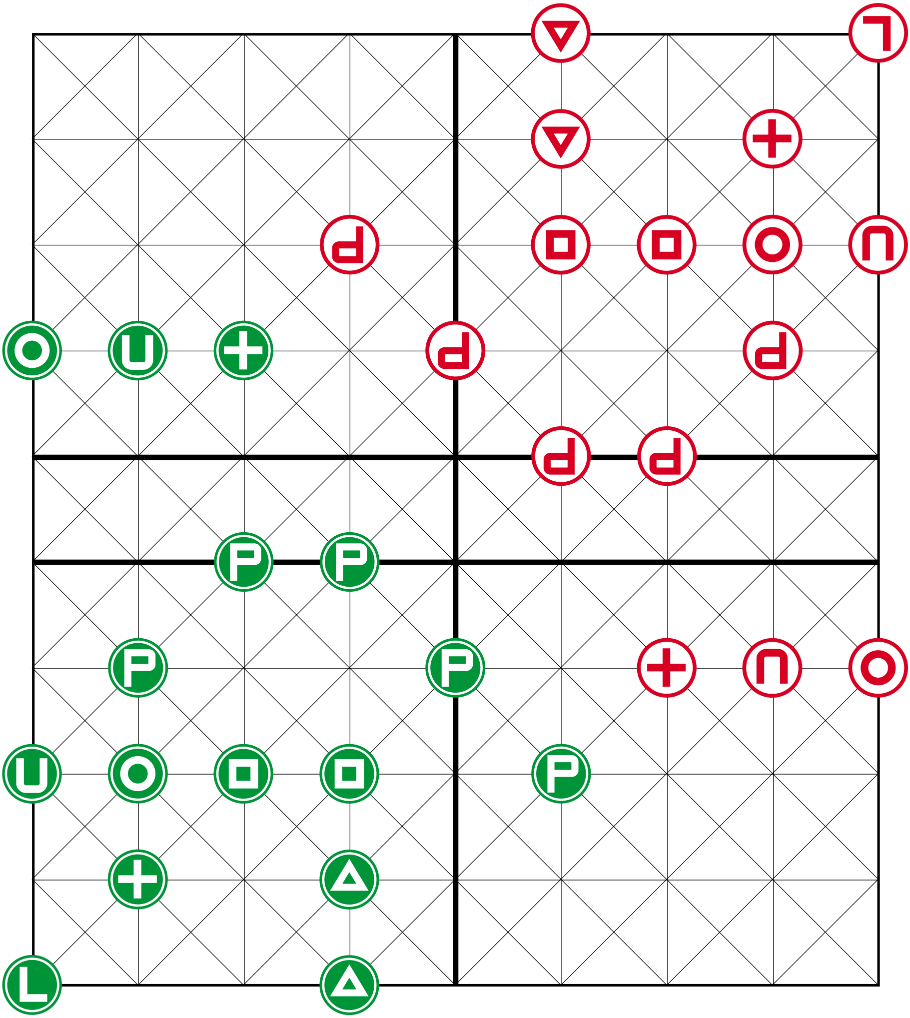


93. 乙丁（字）形局 Shaped Game

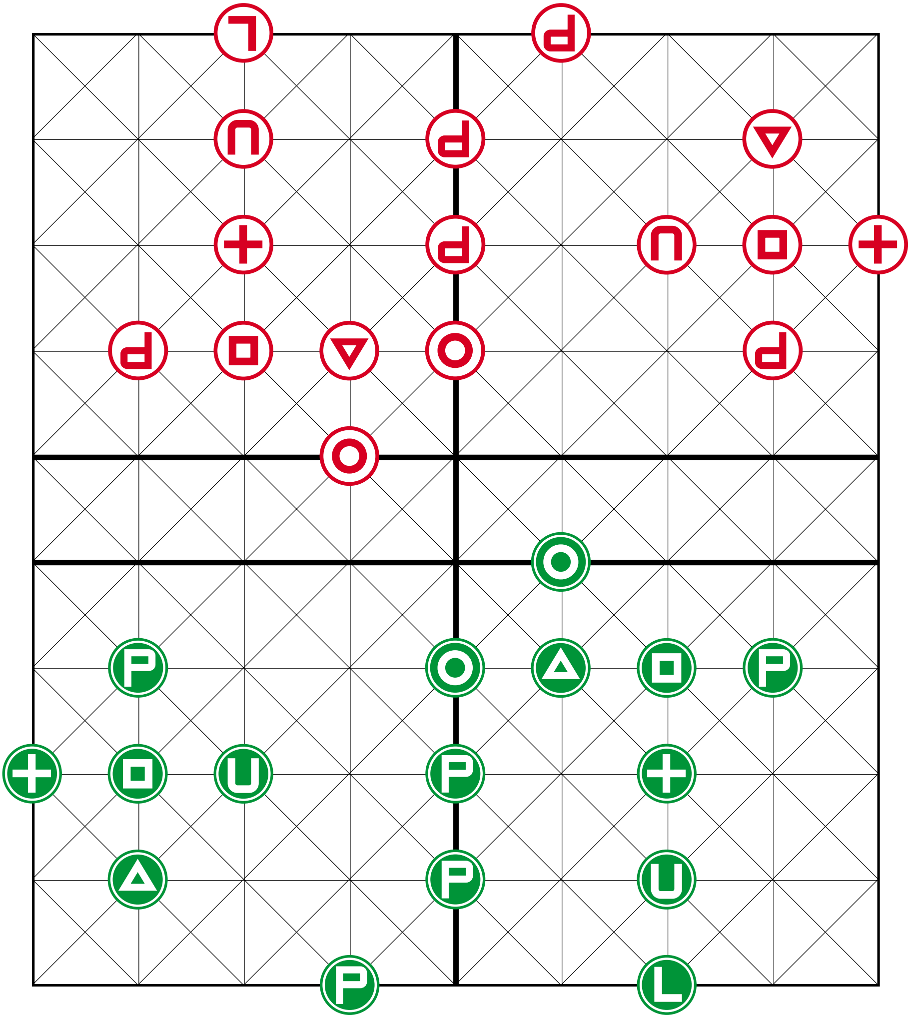


94. 一支（字）形局

Shaped Game

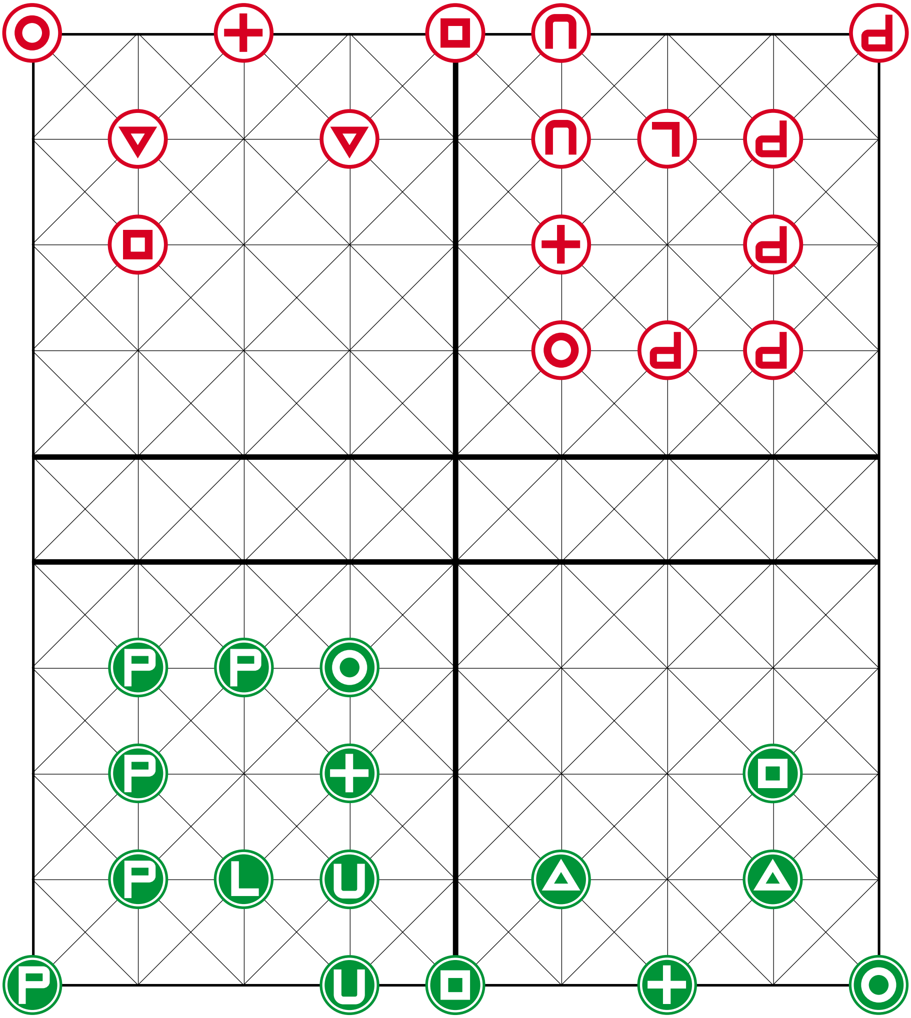


95. 一分（字）形局 Shaped Game



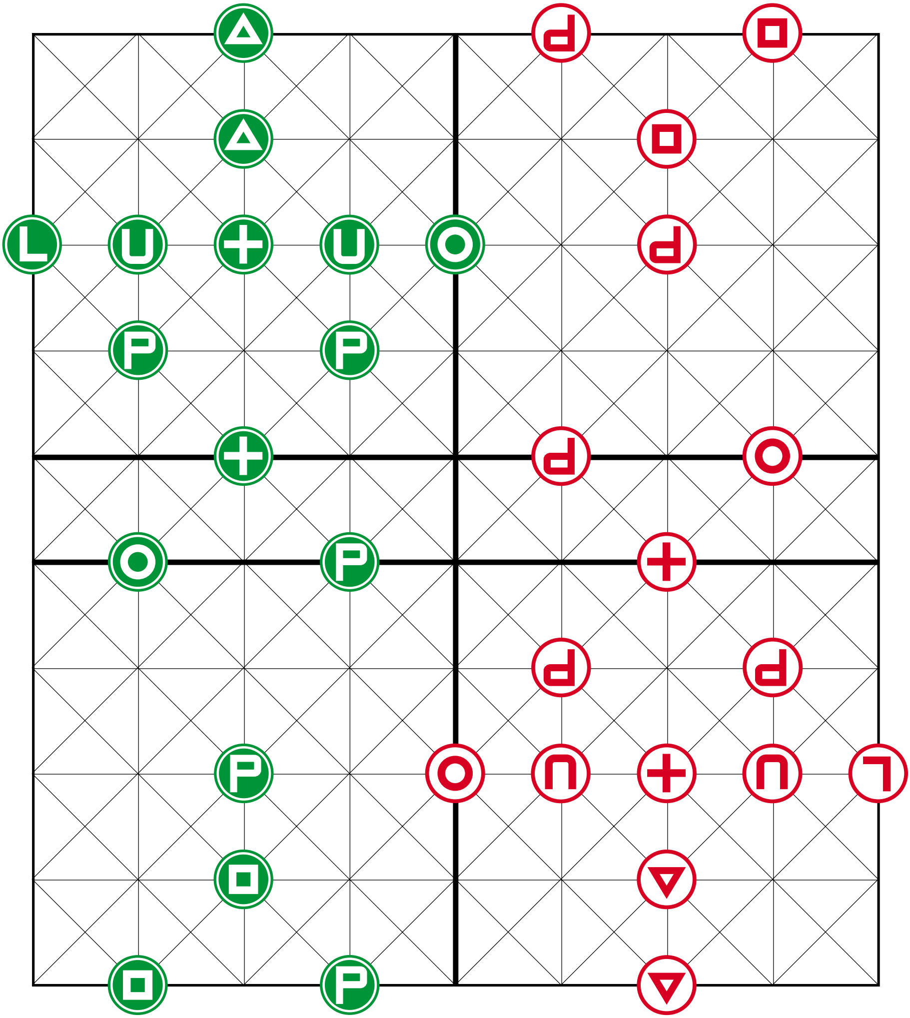
96. 十斤 （字） 形 局

Shaped Game



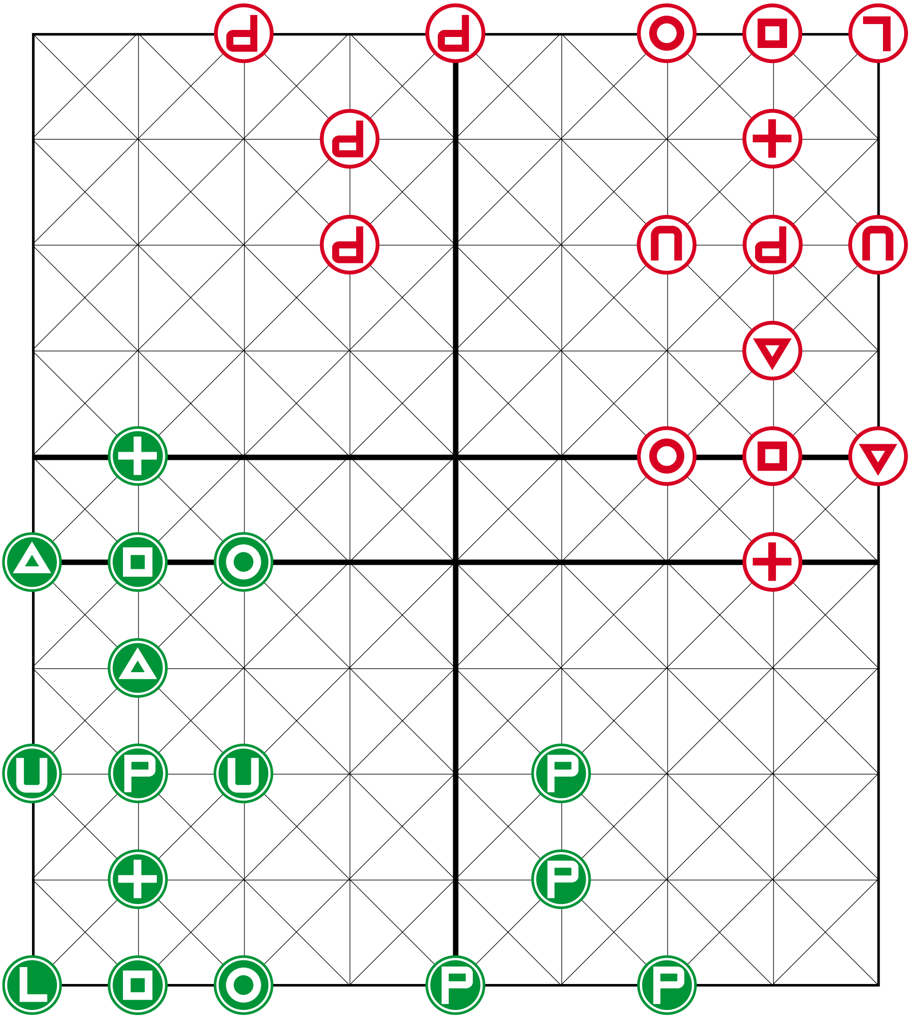
97. 凡人（字）形局

Shaped Game



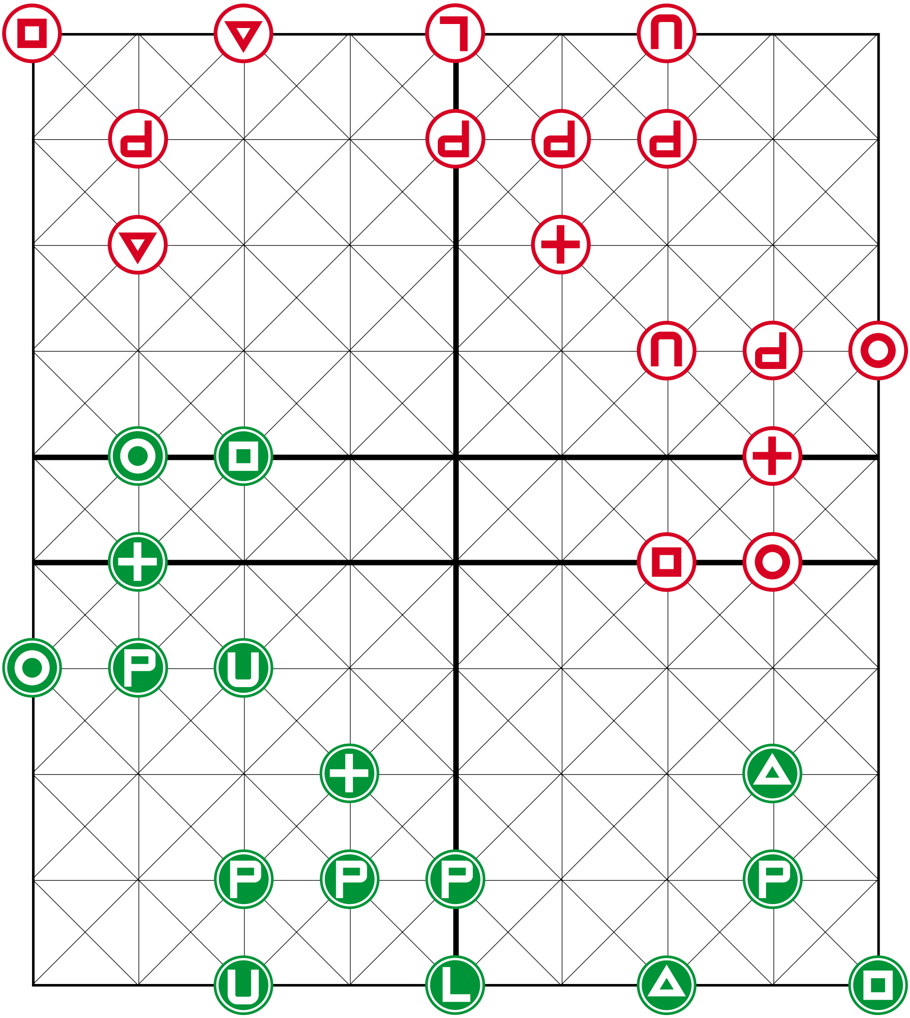
98. 文人（字）形局

Shaped Game

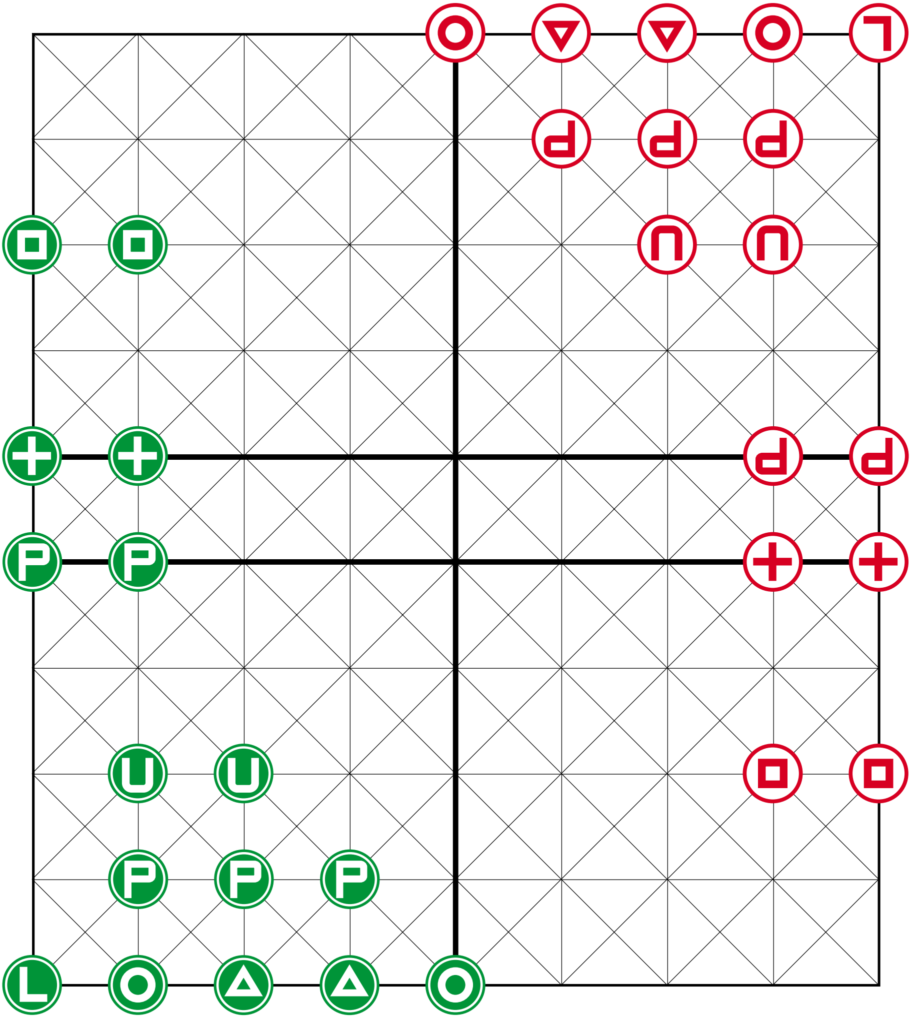


99. 主人 （字） 形 局

Shaped Game

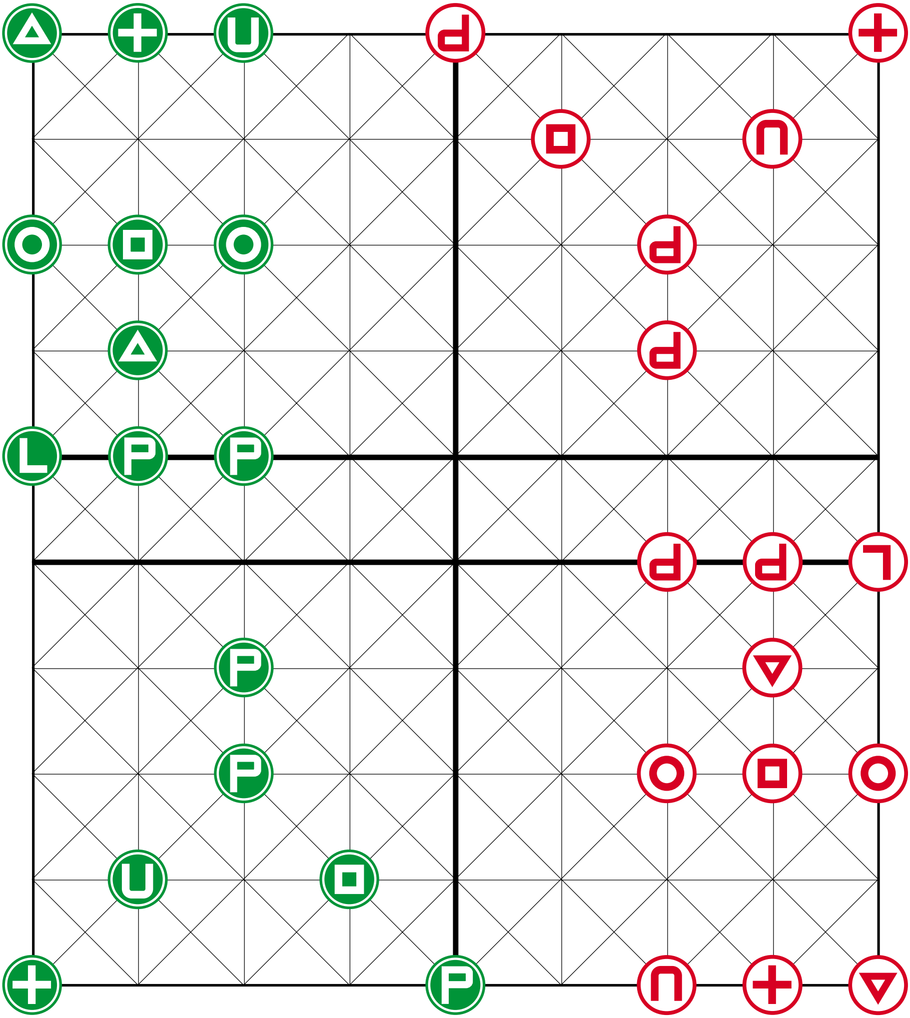


100. 上大人 （字）形 局 **Shaped Game**

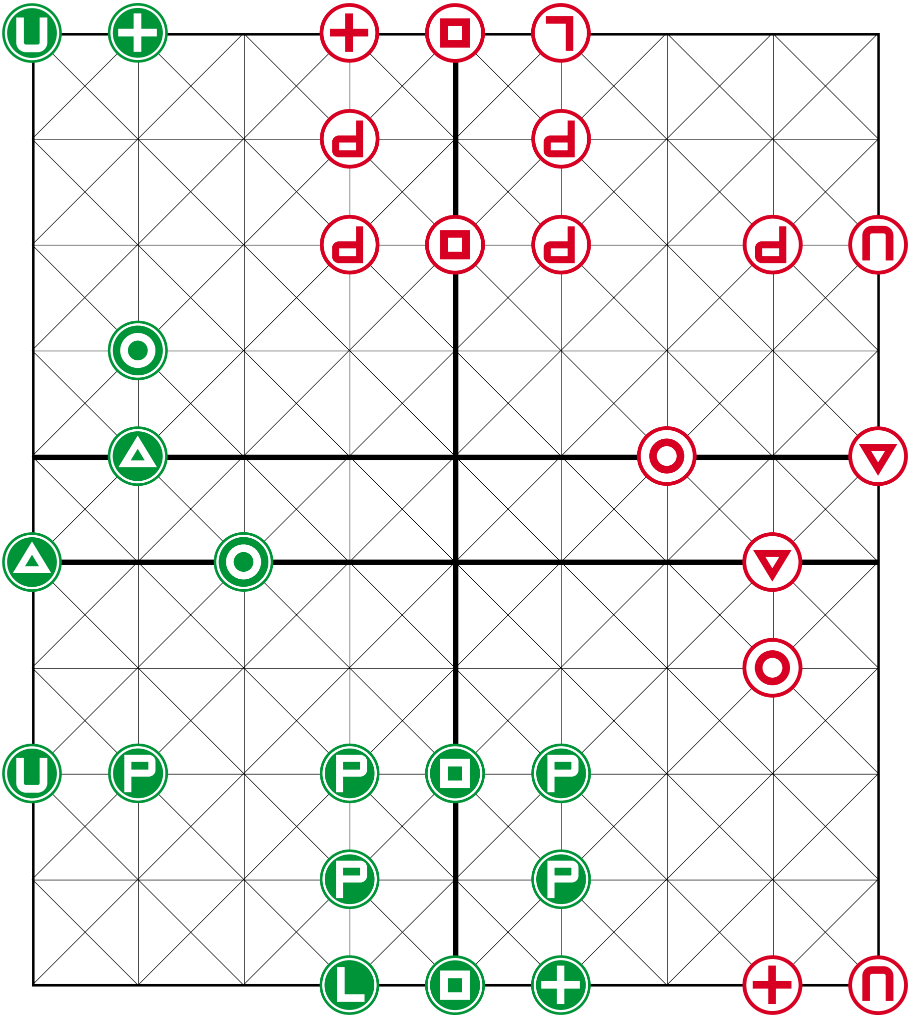


101. 一 二 三 （字） 形 局

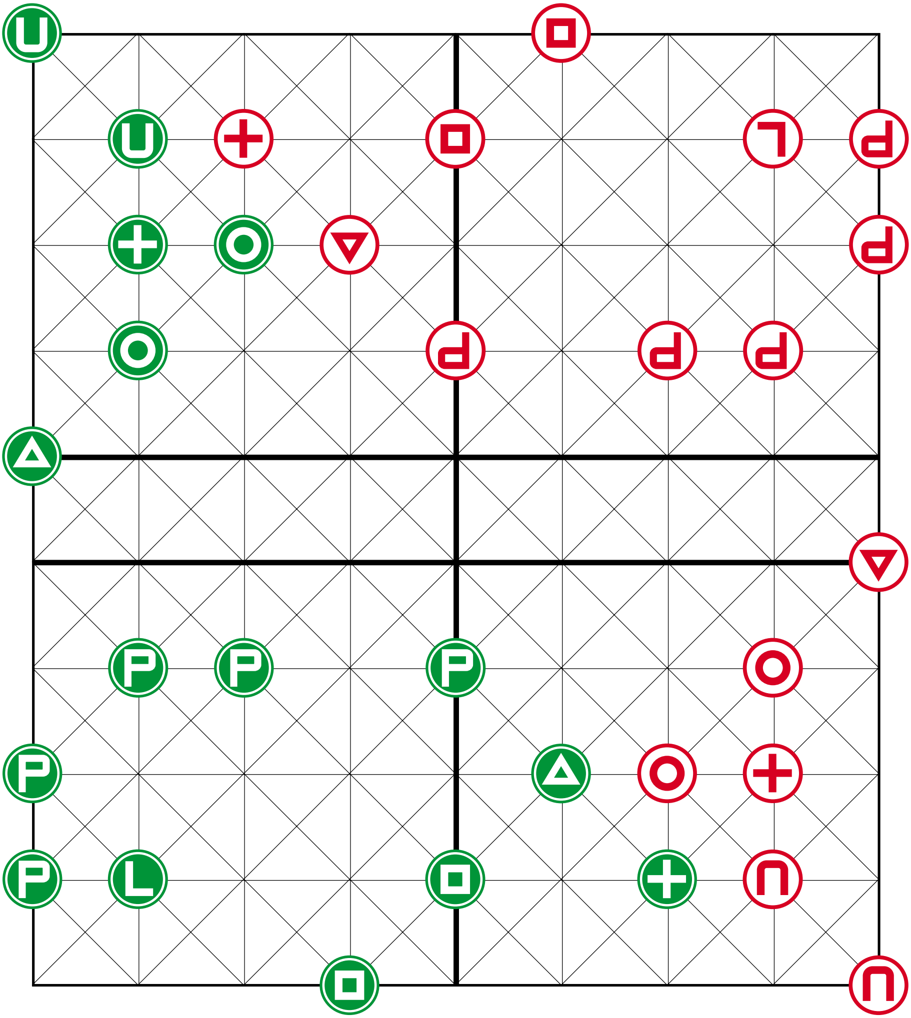
Shaped Game



102. 一工人（字）形局 Shaped Game

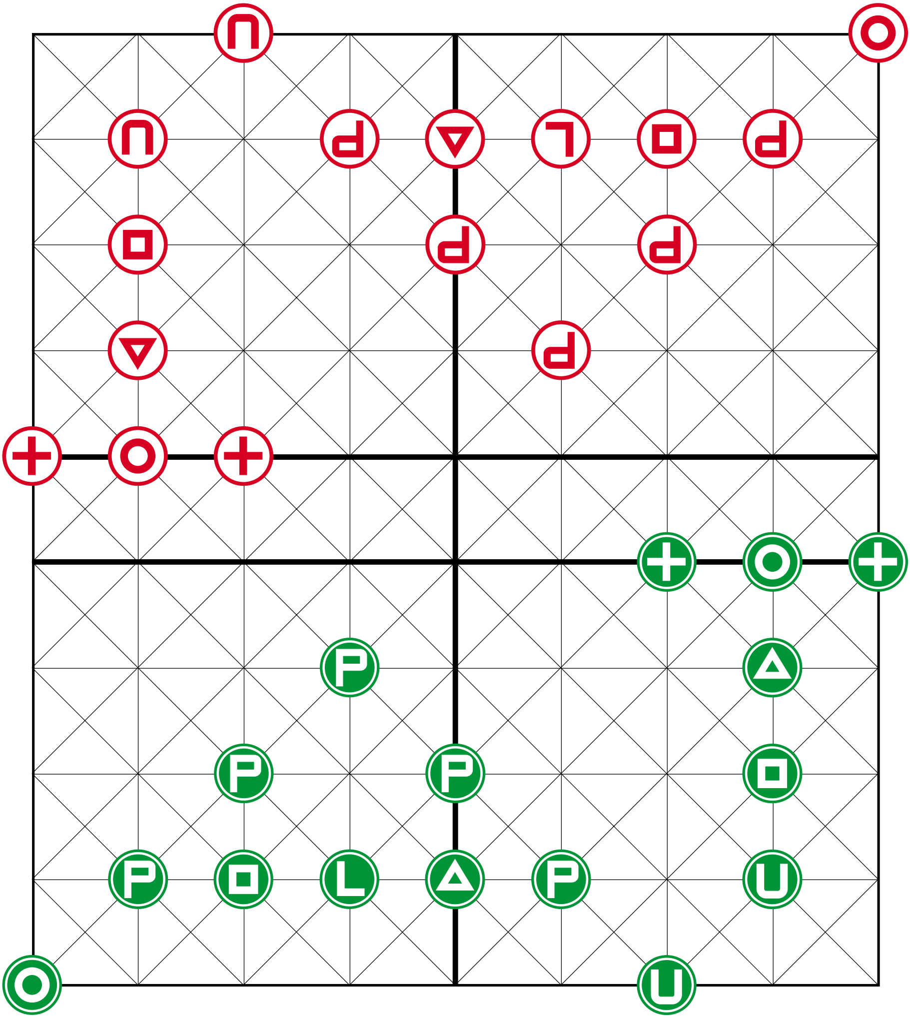


103. 一人一口 （字）形局 **Shaped Game**

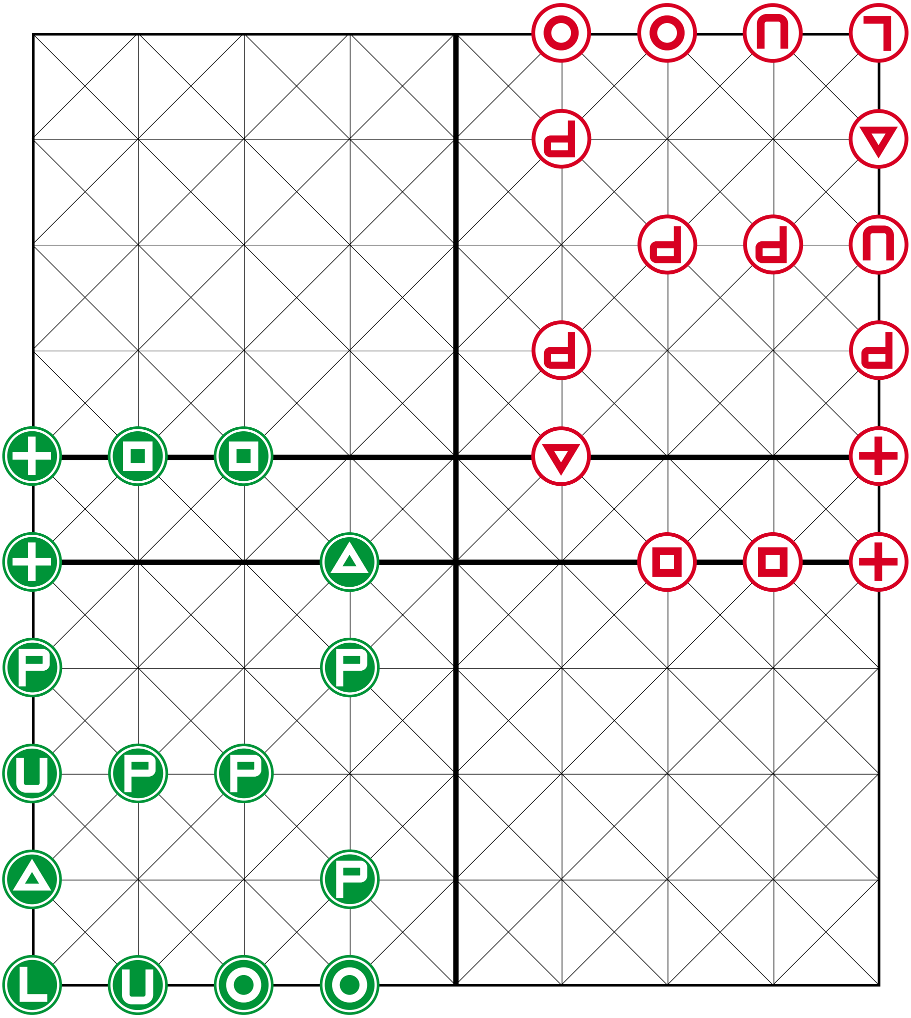


104. **ACT** （英文字）形 局

Shaped Game

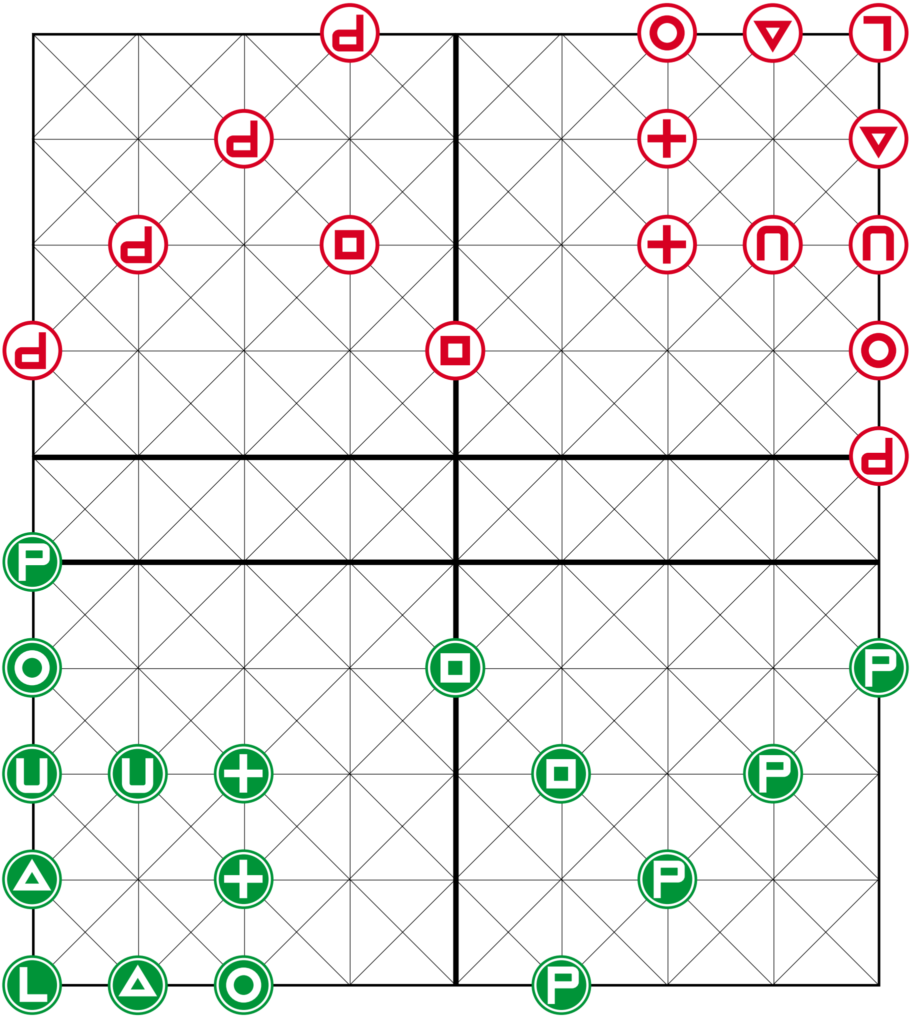


105. AT （字） 形 局 Shaped Game



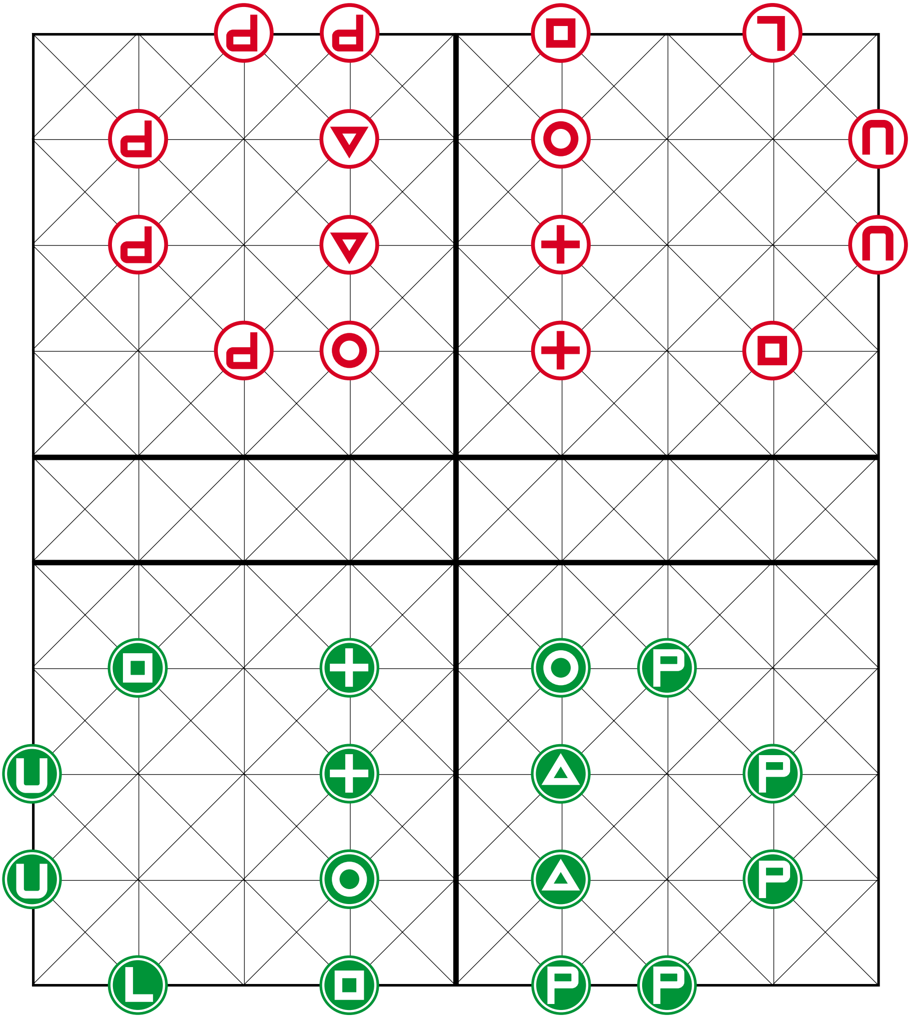
106. **B** （字） 形 局

Shaped Game



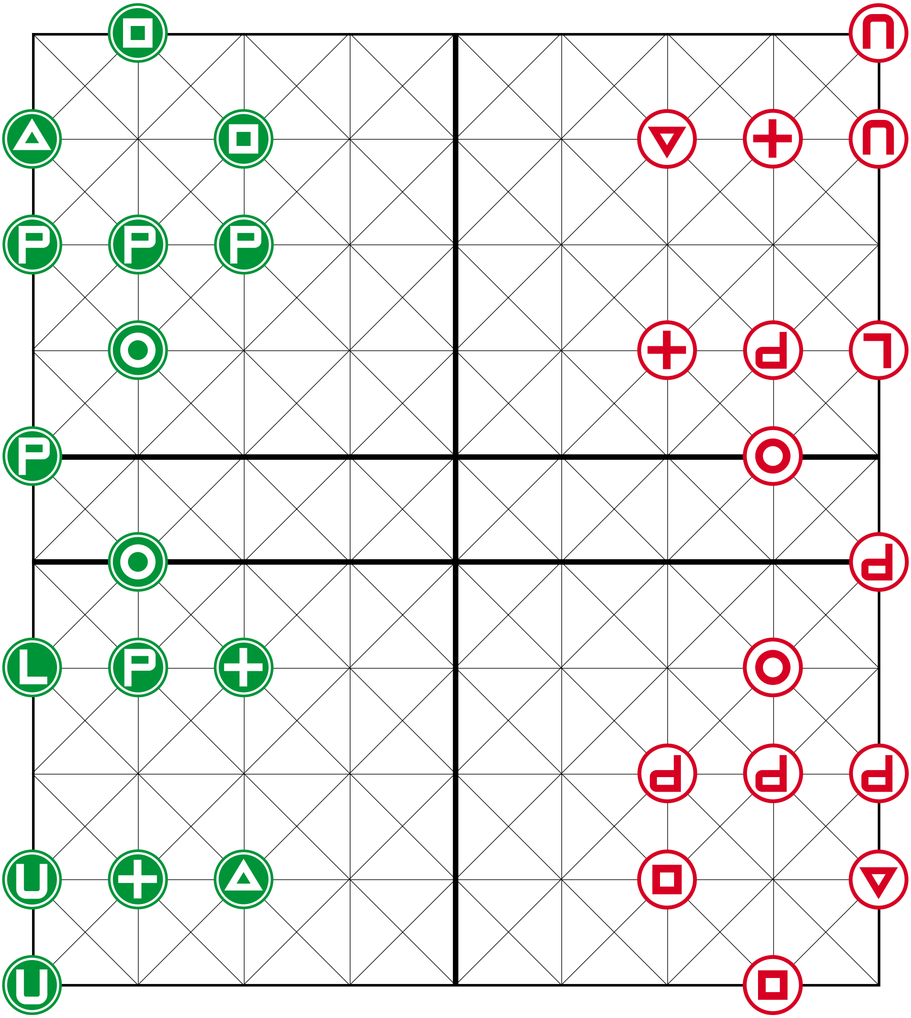
107. **by** （字）形局

Shaped Game

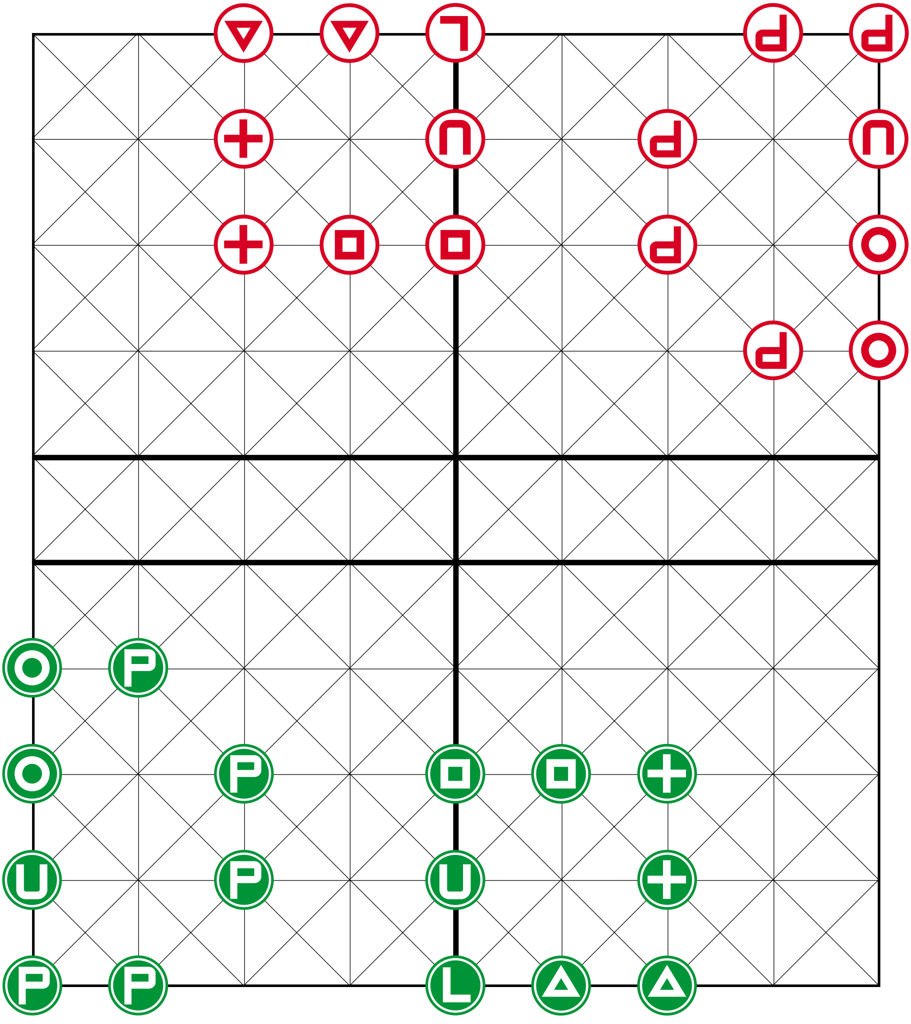


108. **CID** （字） 形 局

Shaped Game

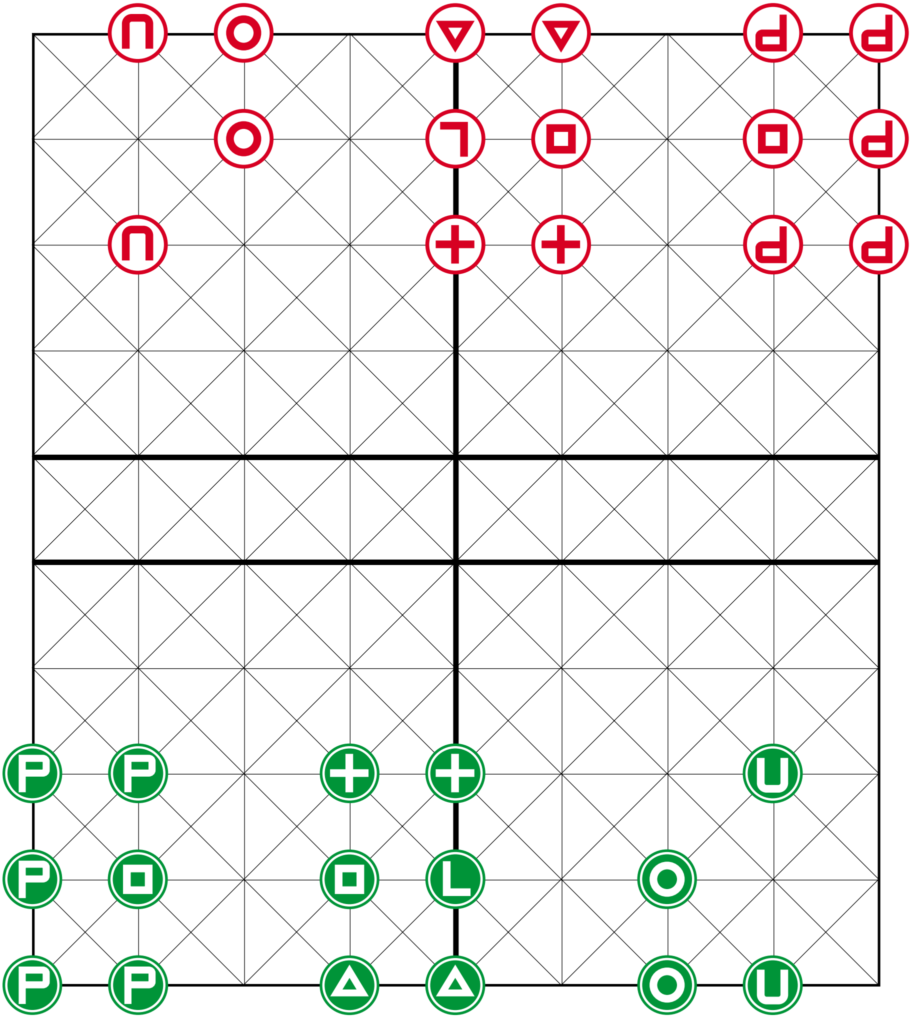


109. CIVIL （字）形局 Shaped Game

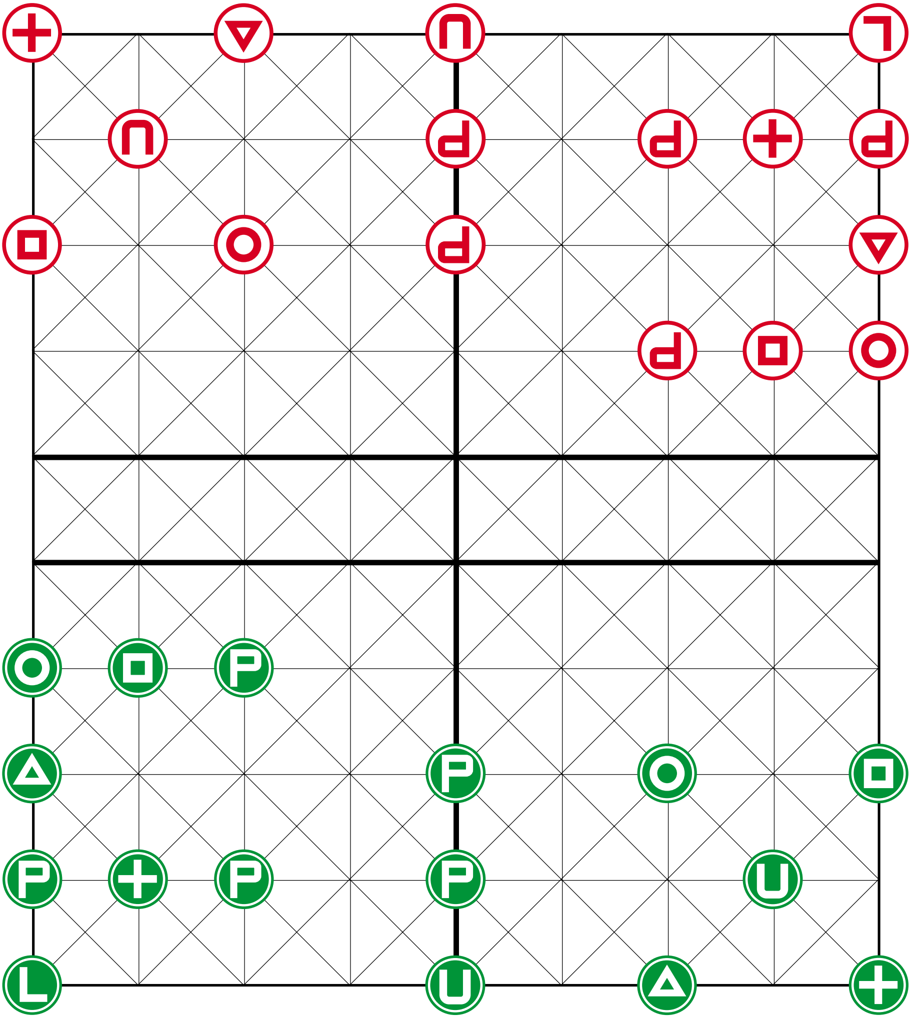


110. **DO** （字） 形 局

Shaped Game

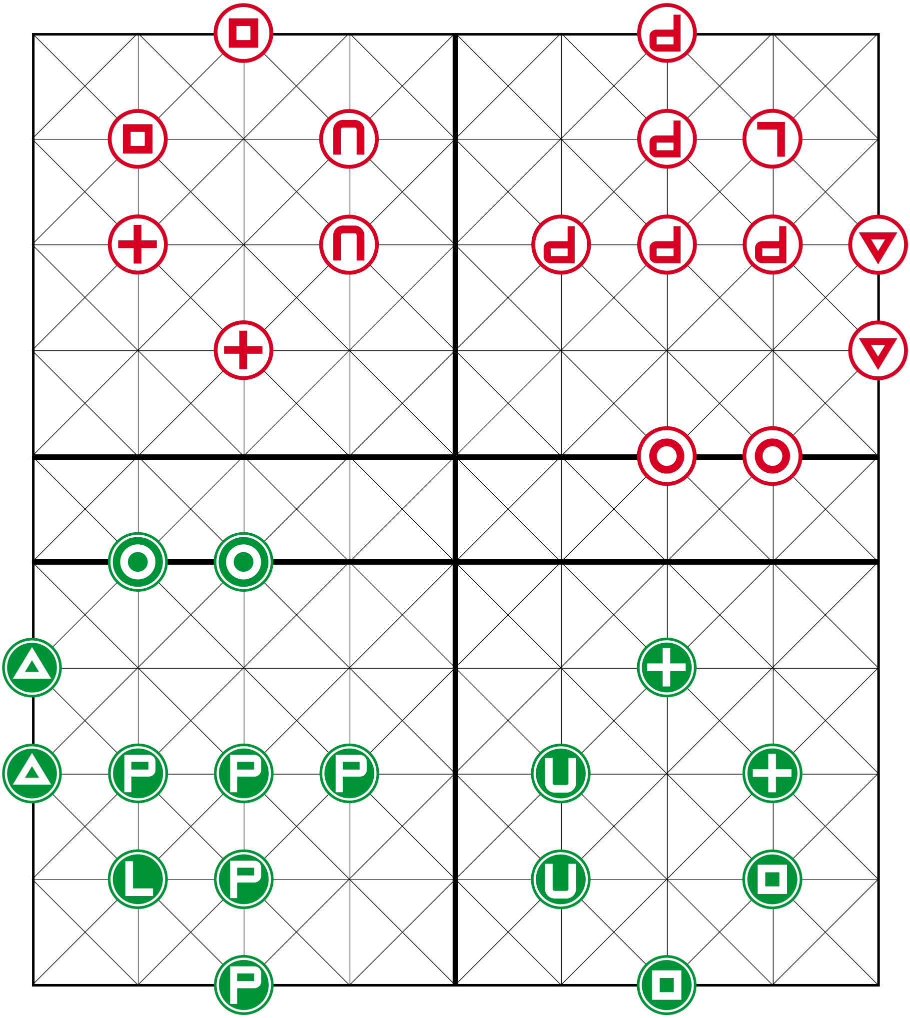


111. **EEC** （字）形局 **Shaped Game**



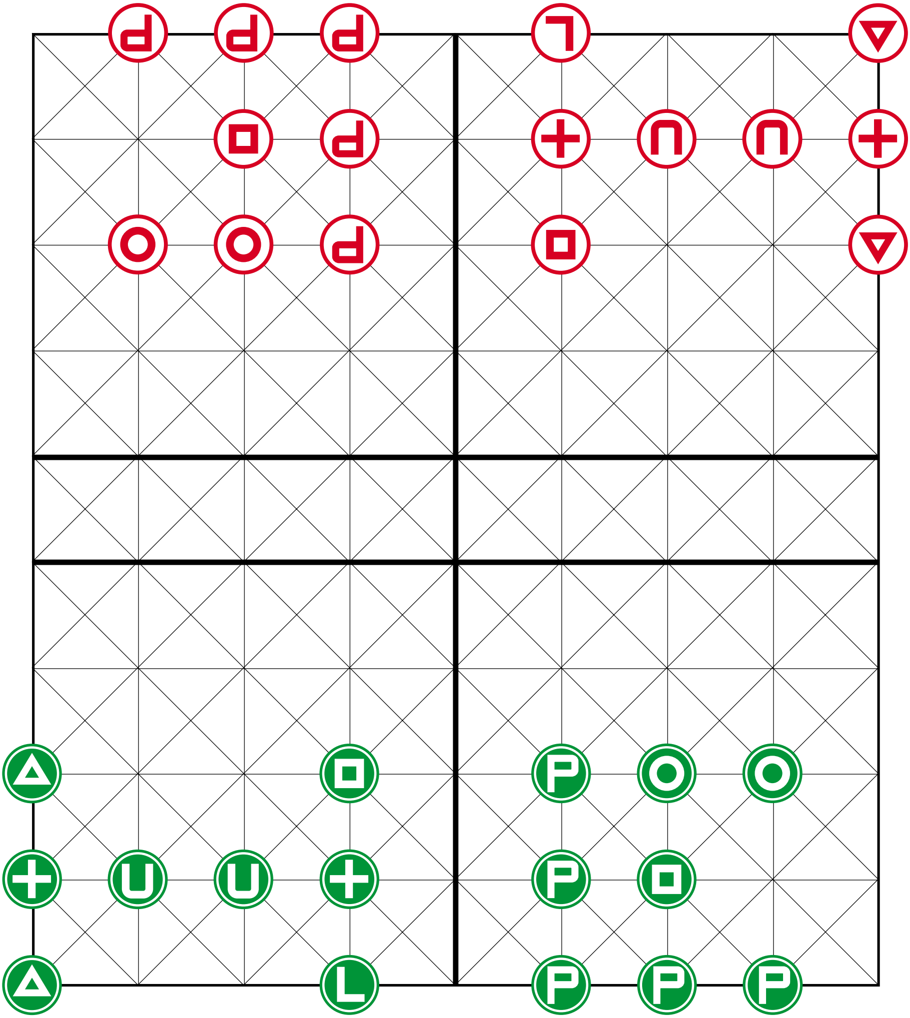
112. **FIX** （字）形 局

Shaped Game



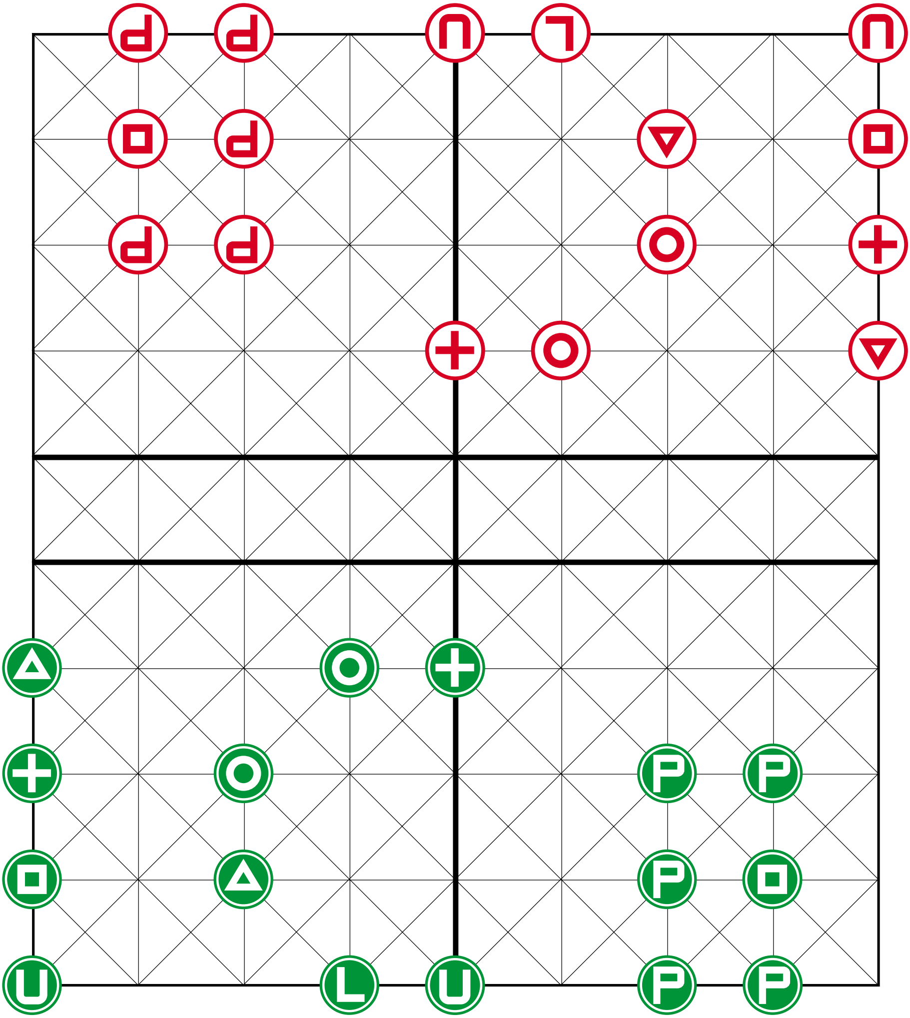
113. **GO** （字）形 局

Shaped Game



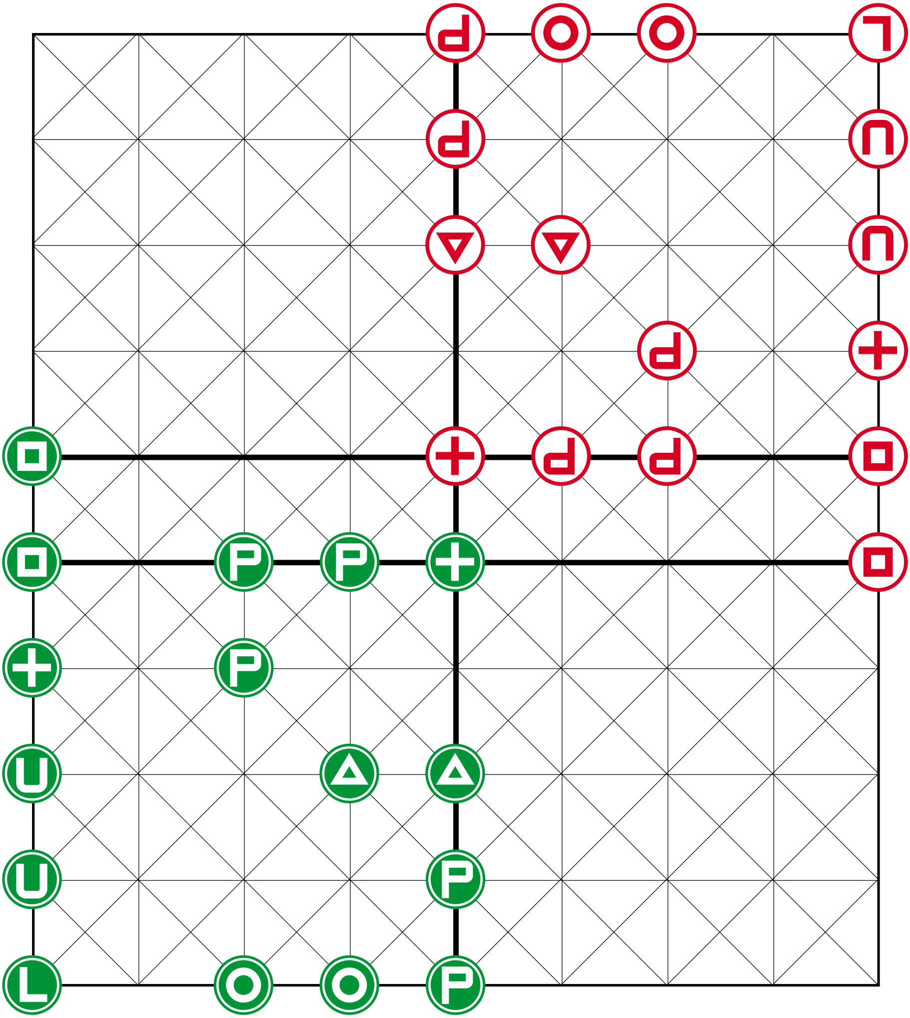
114. **HE** （字）形局

Shaped Game



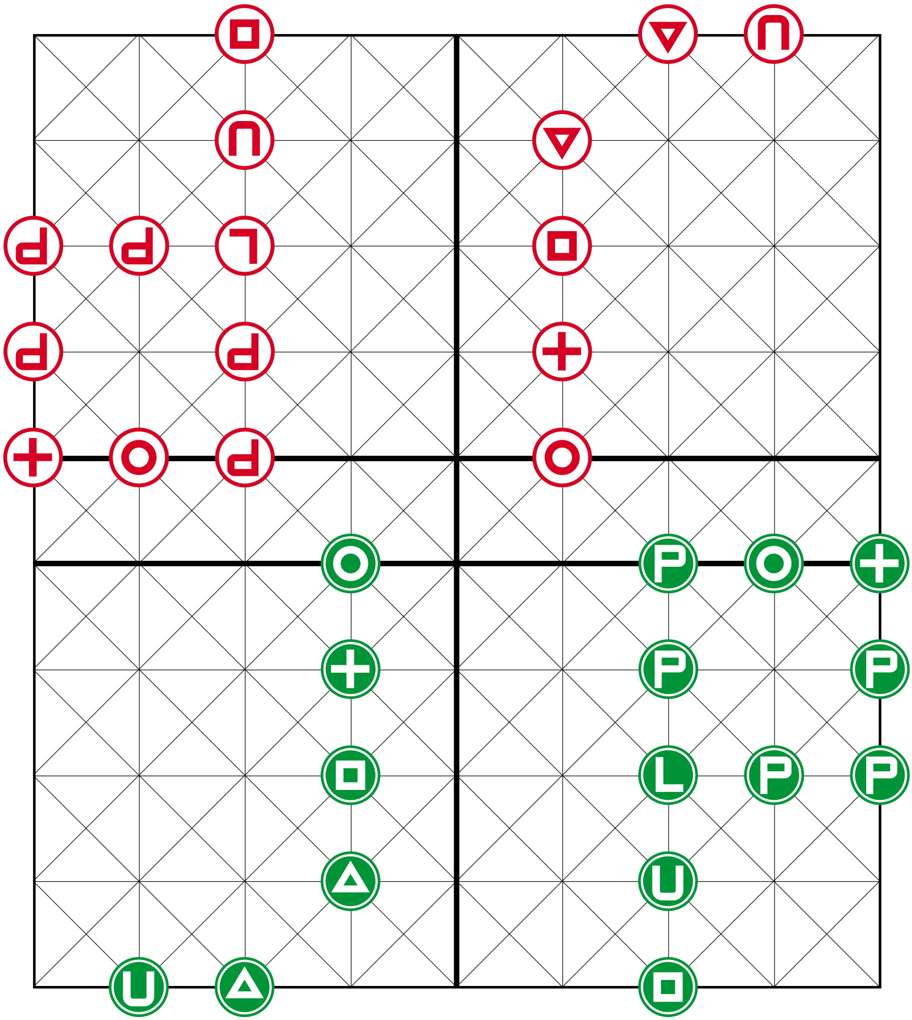
115. ICE (字) 形 局

Shaped Game



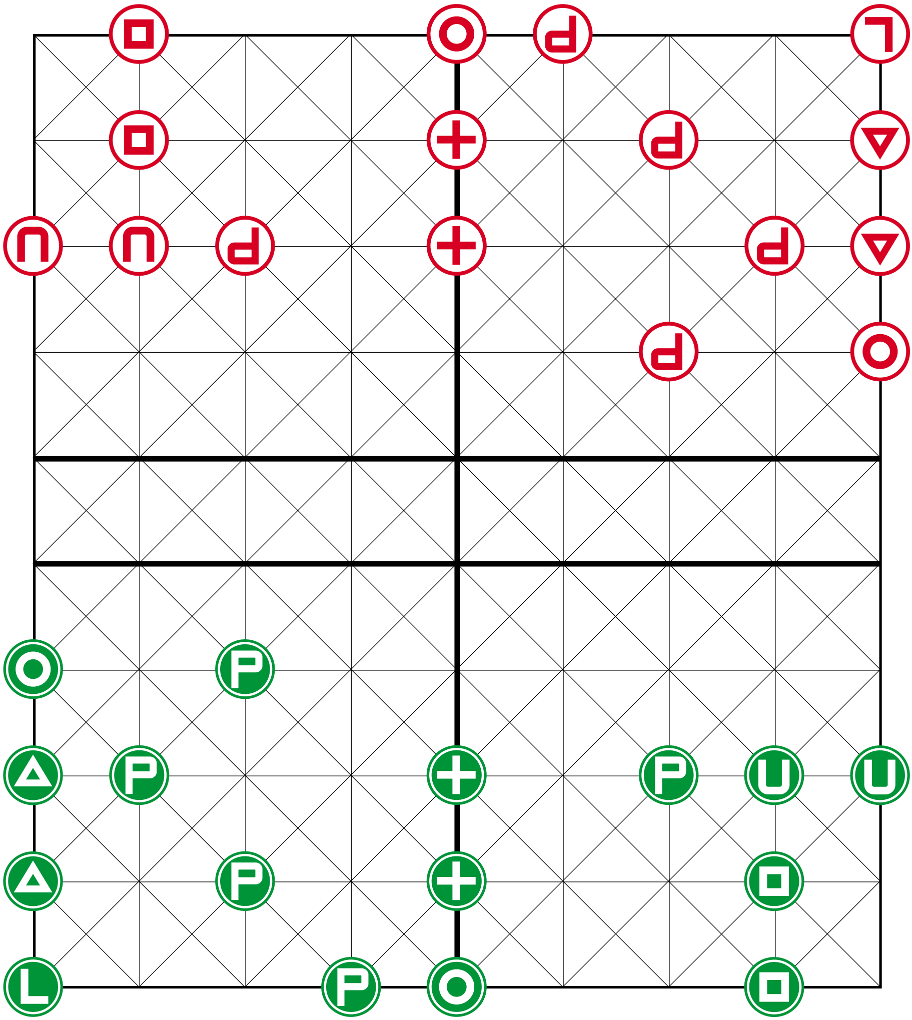
116. I S （字）形 局

Shaped Game



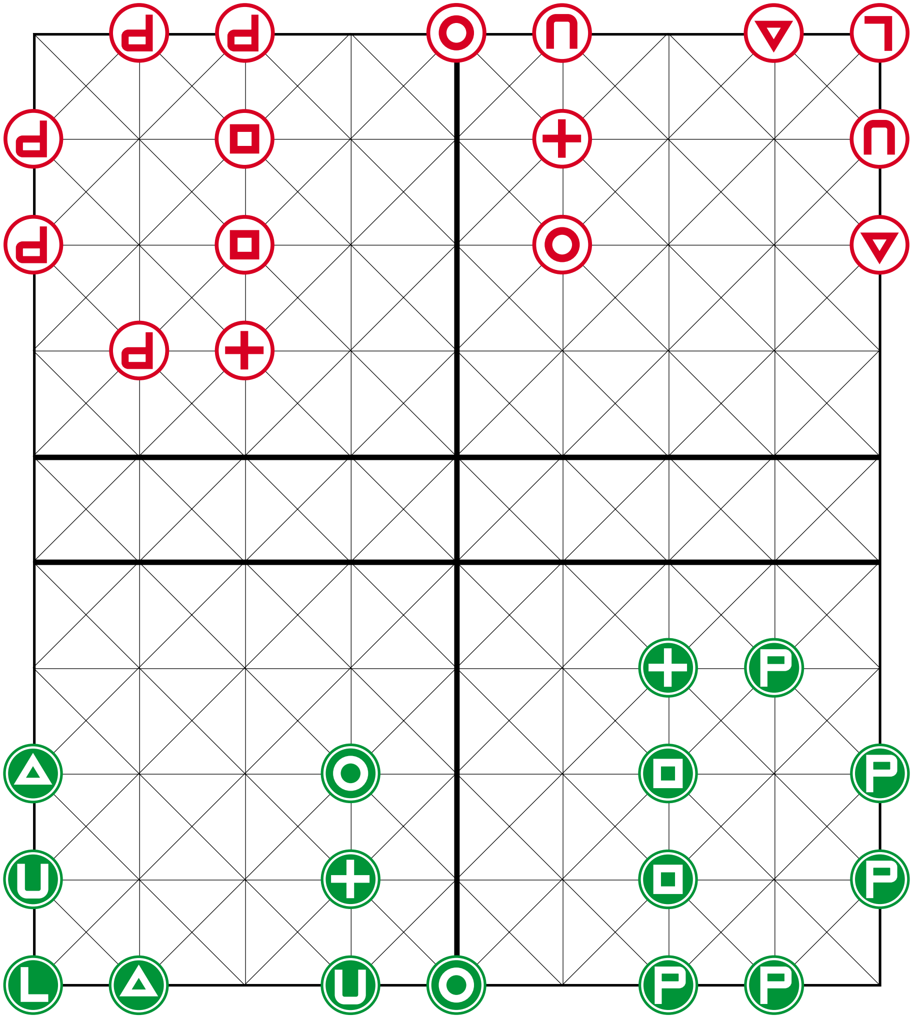
117. **JP** （字） 形 局

Shaped Game



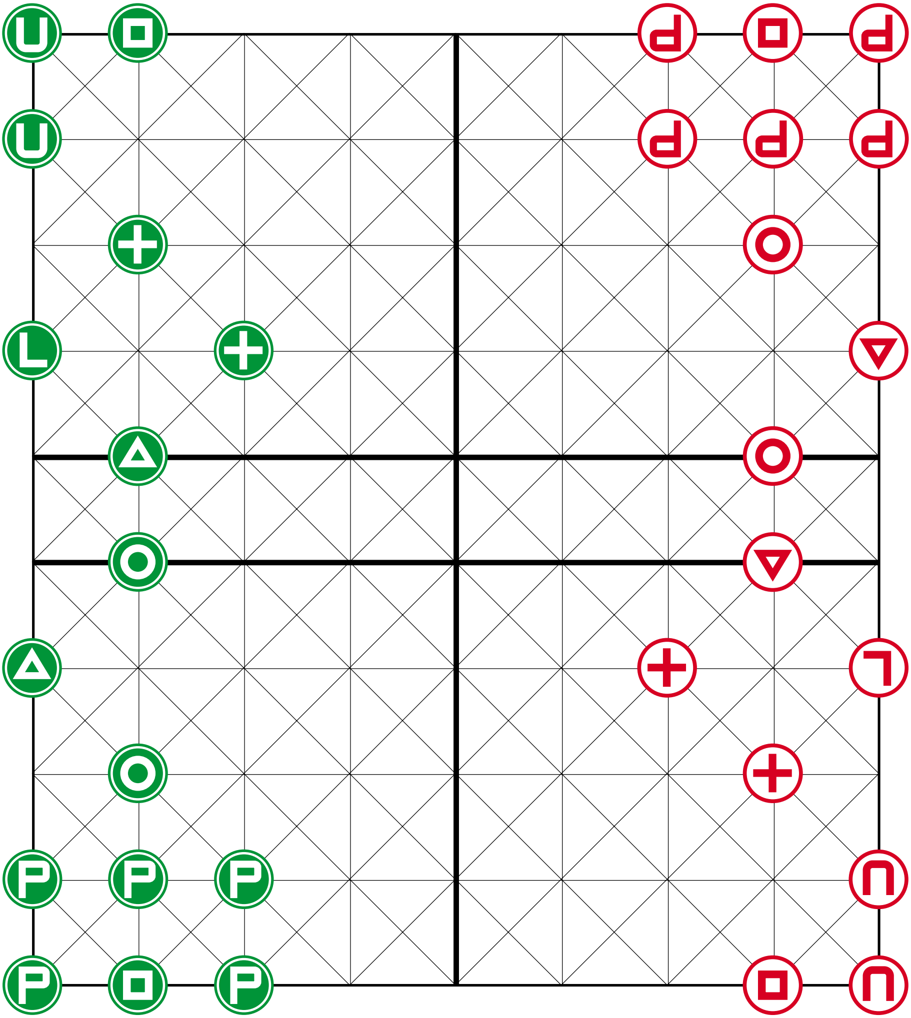
118. **KIT** （字）形 局

Shaped Game



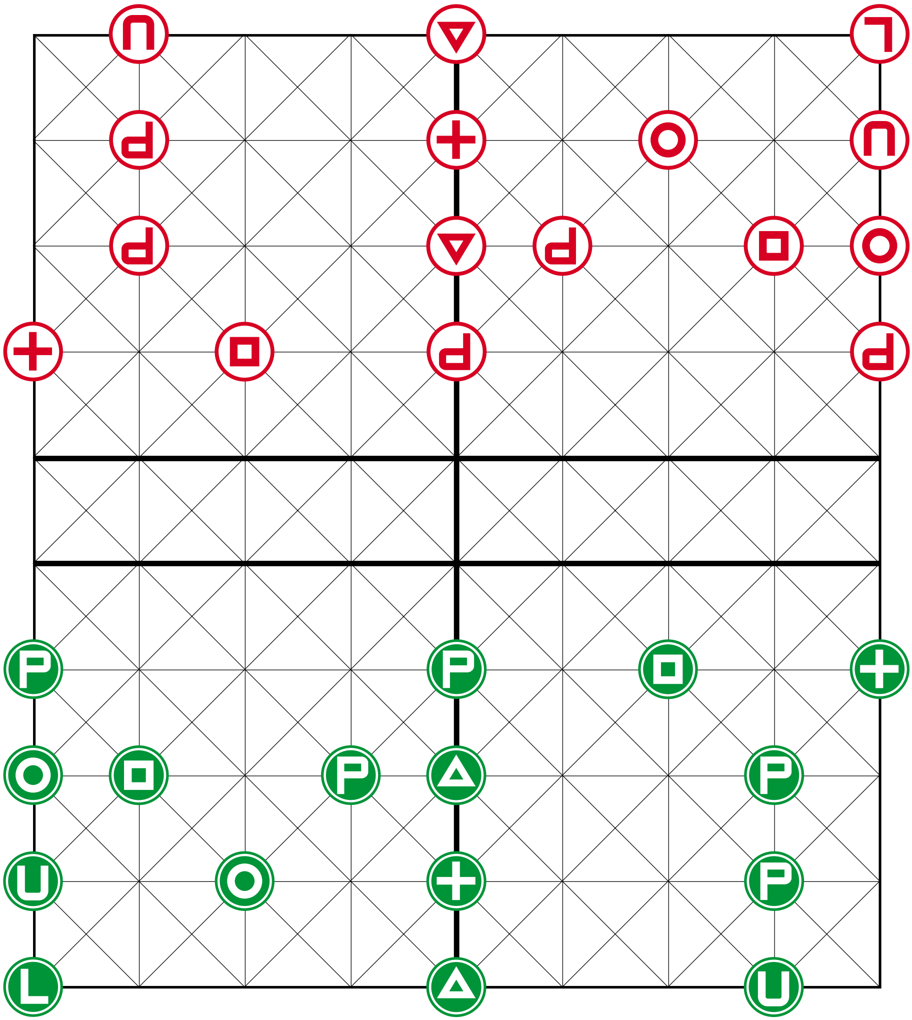
119. **LLD** （字） 形 局

Shaped Game



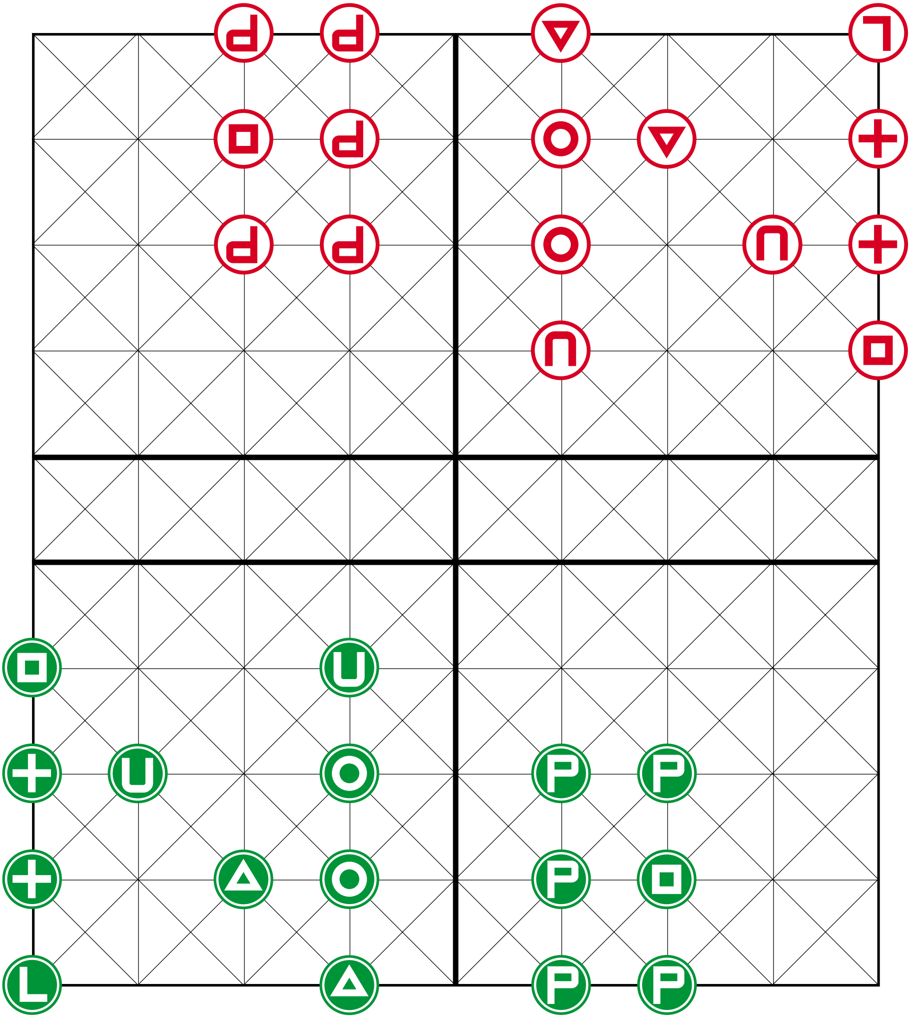
120. **LOVE** （字）形局

Shaped Game



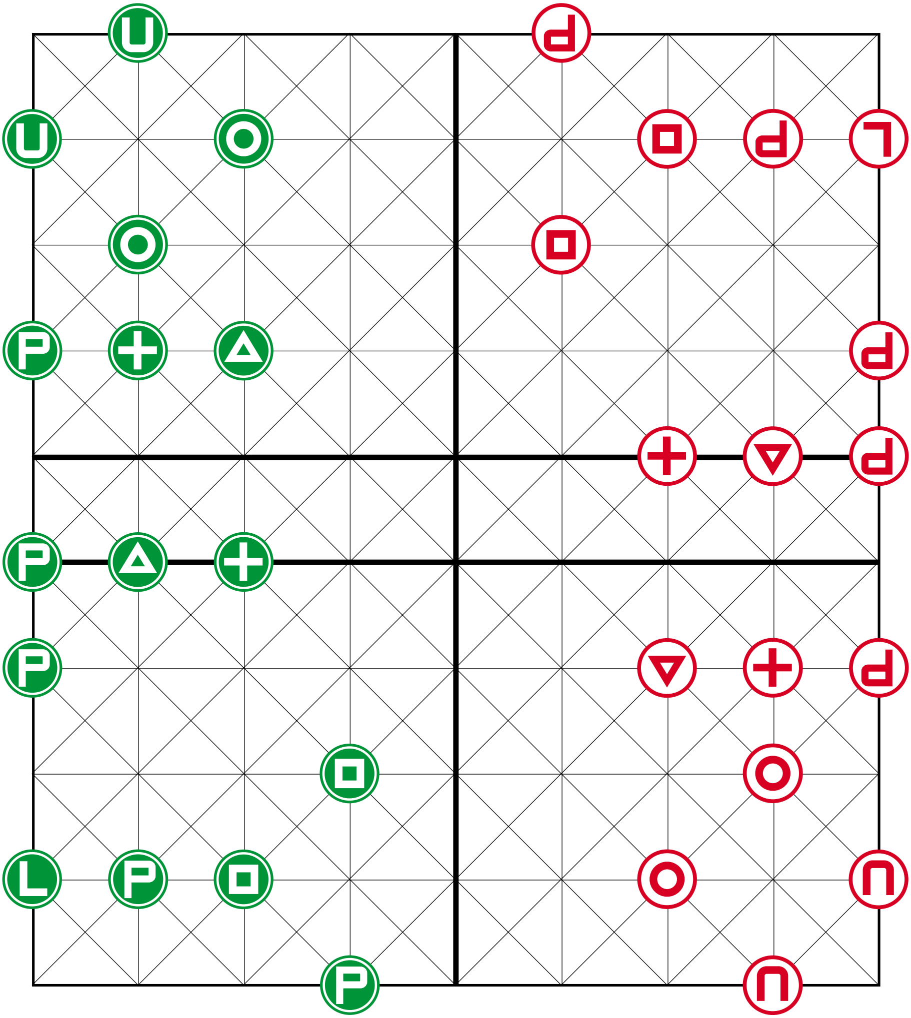
121. **MY** （字）形 局

Shaped Game

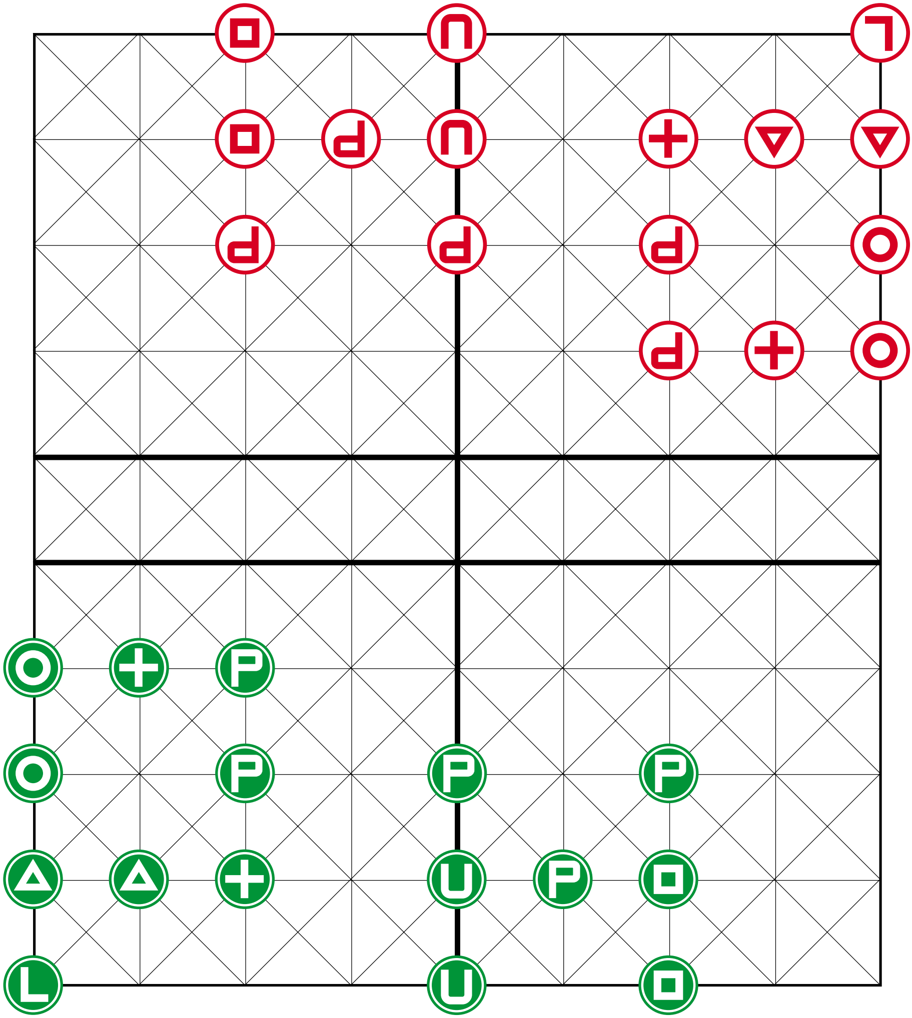


122. **NE** （字） 形 局

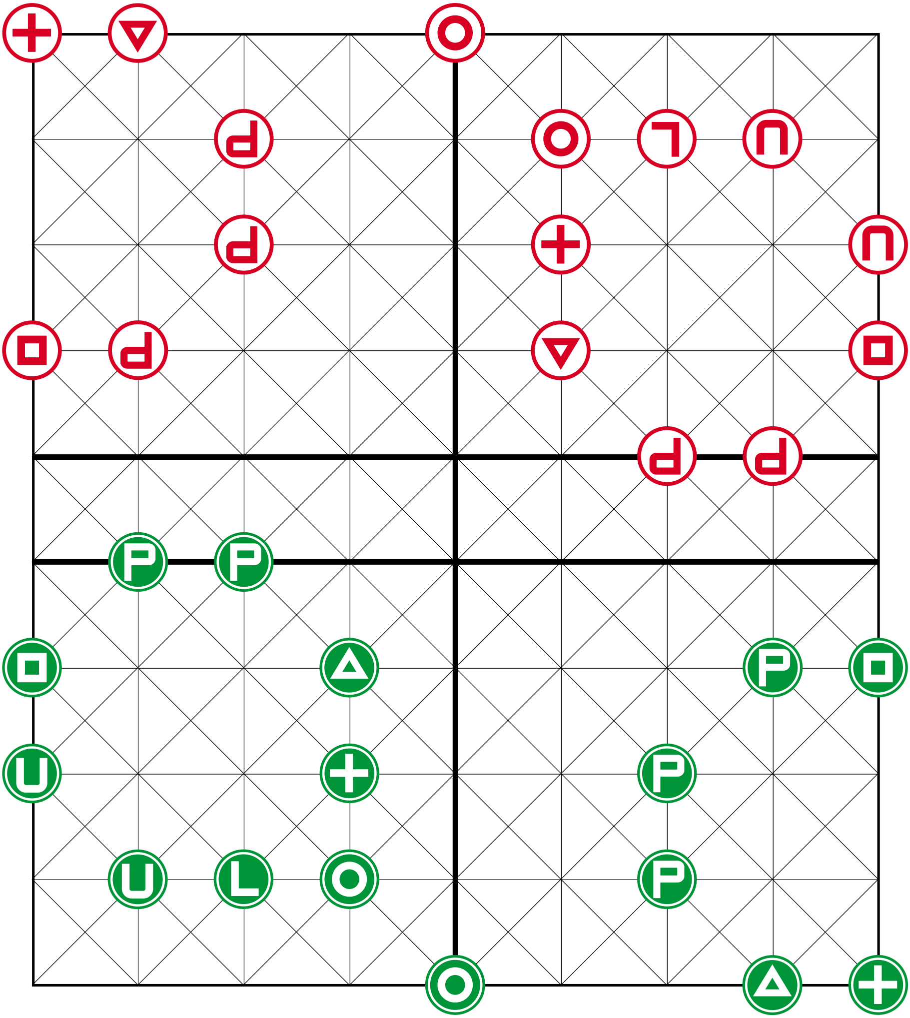
Shaped Game



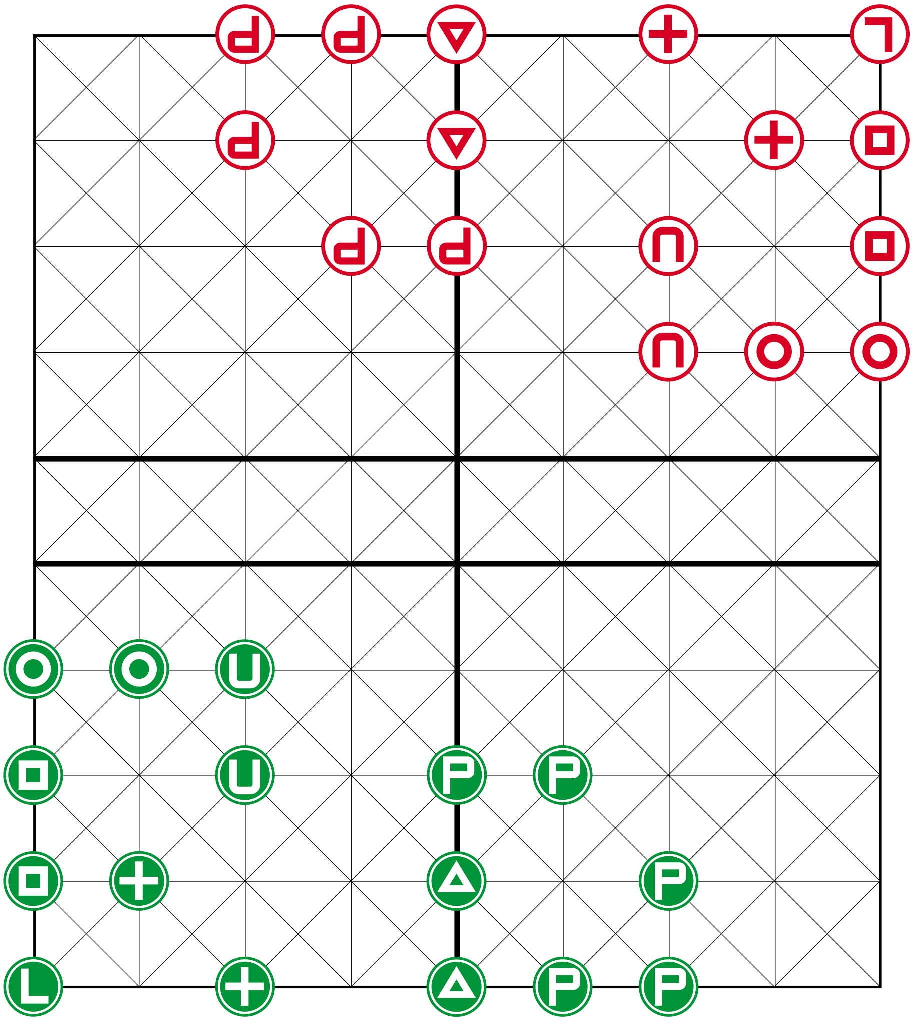
123. **OILY** （字）形局 **Shaped Game**



124. **PM** （字）形 局
Shaped Game

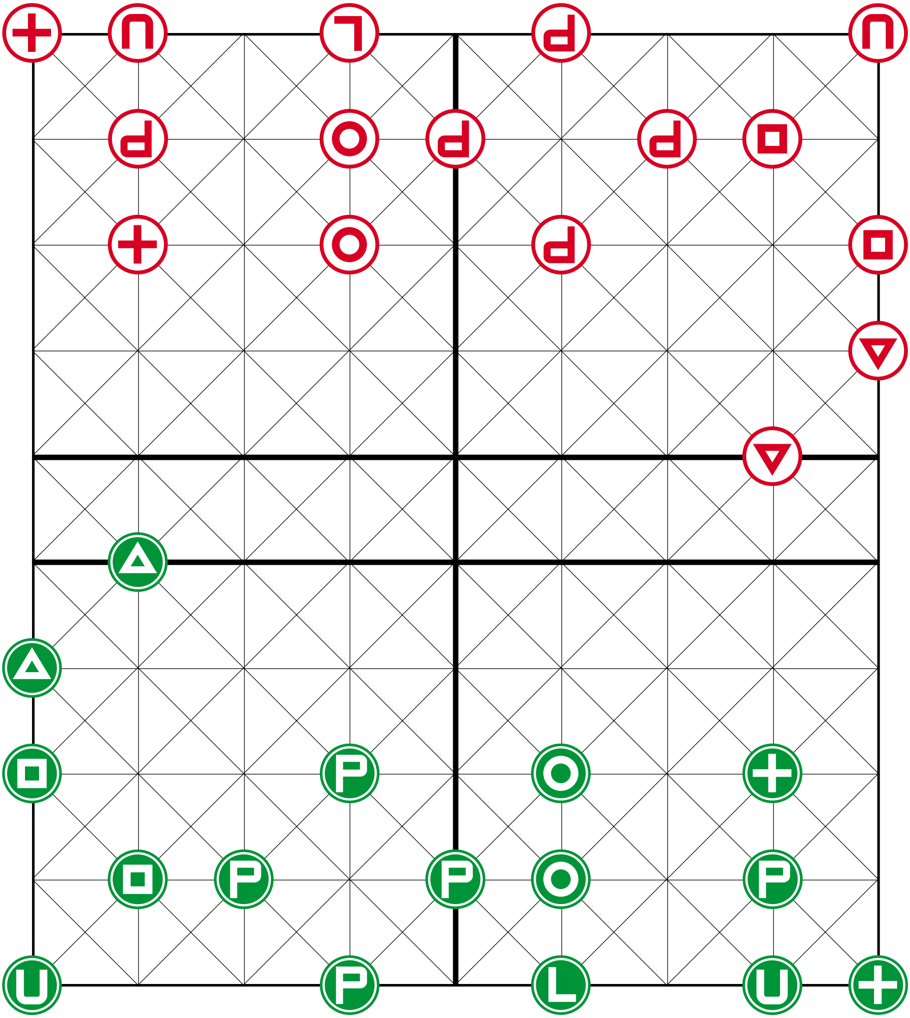


125. QC （字）形 局 Shaped Game



126. **RD** （字） 形 局

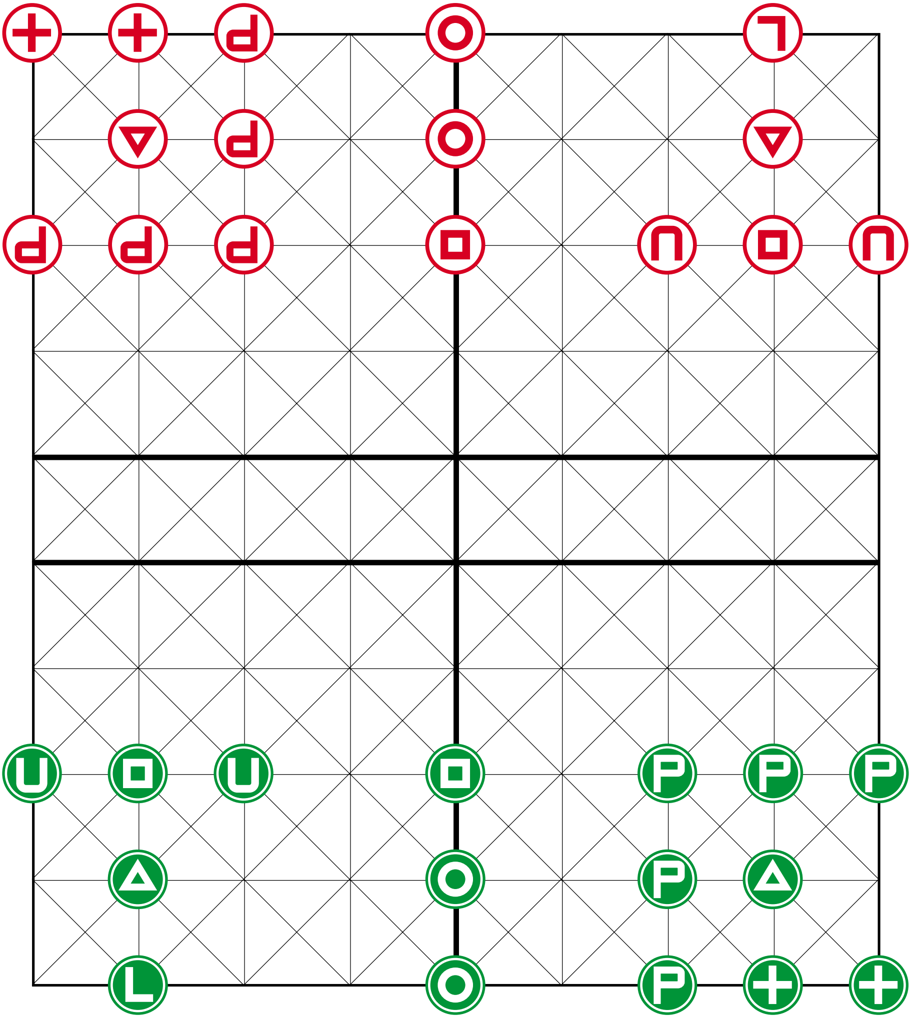
Shaped Game



127. # SOIL

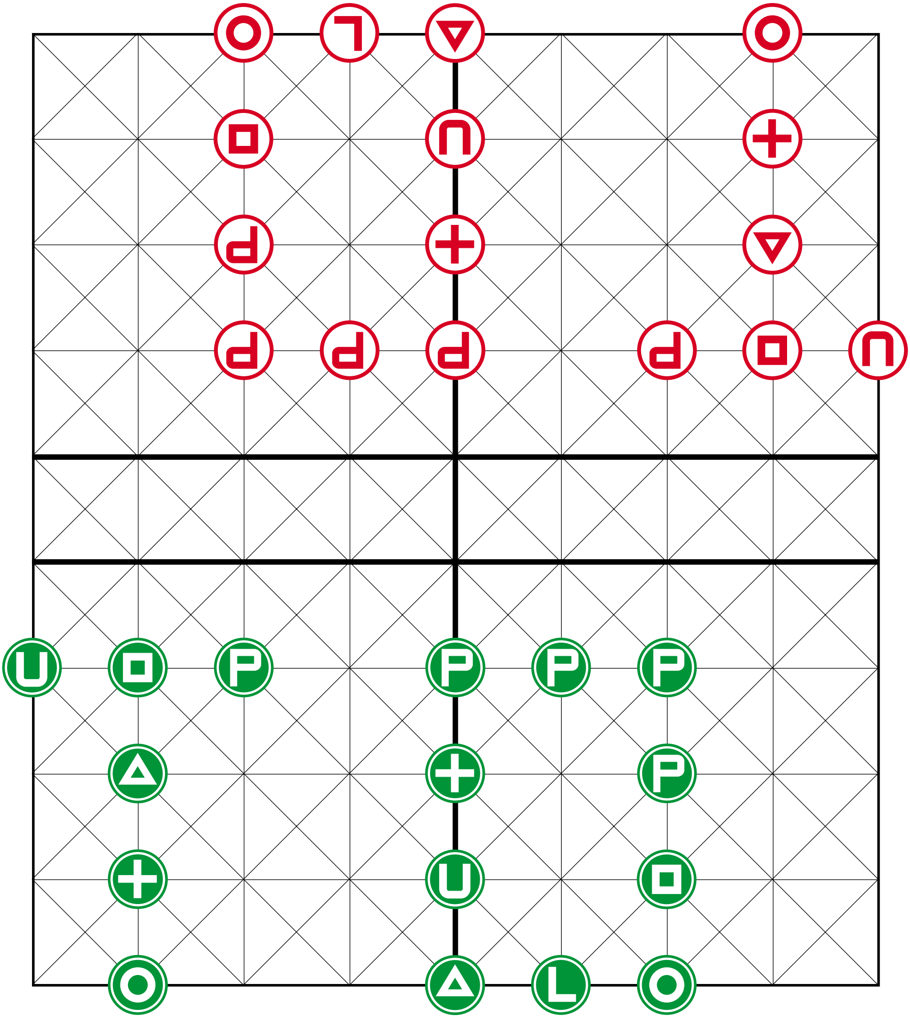
（字）形局

Shaped Game



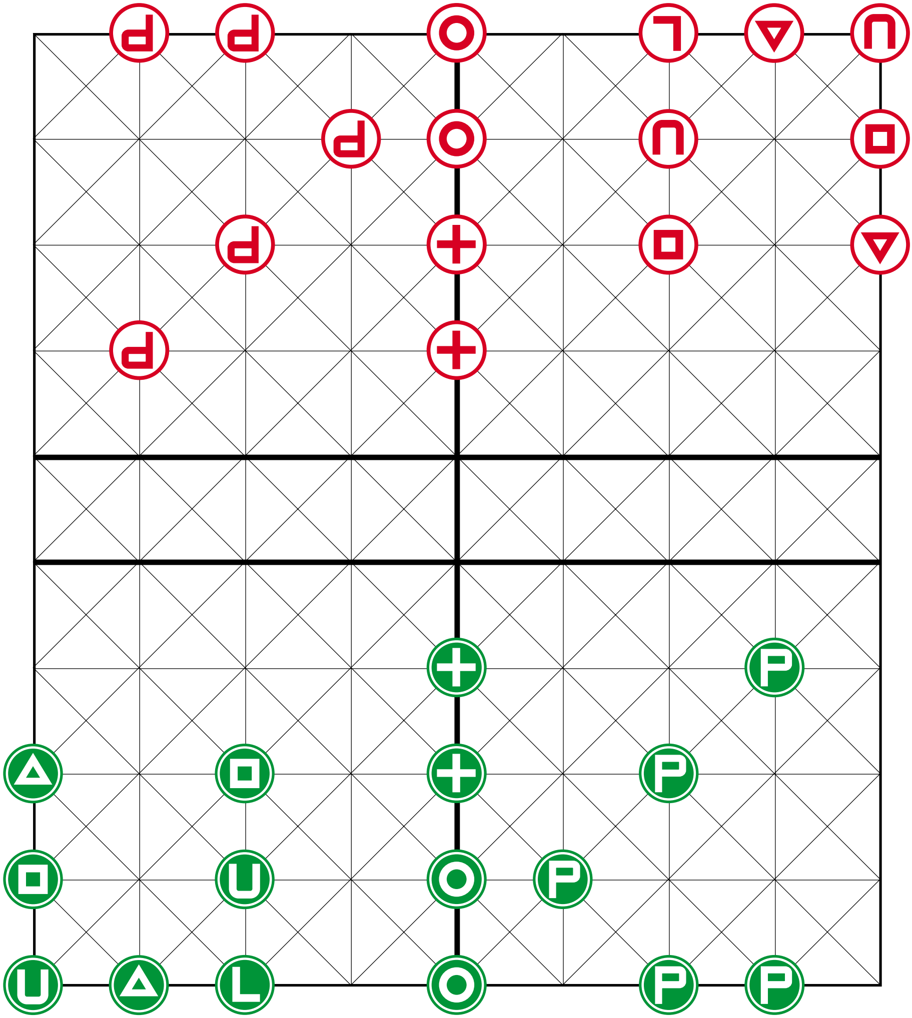
128. **TIE** （字） 形 局

Shaped Game



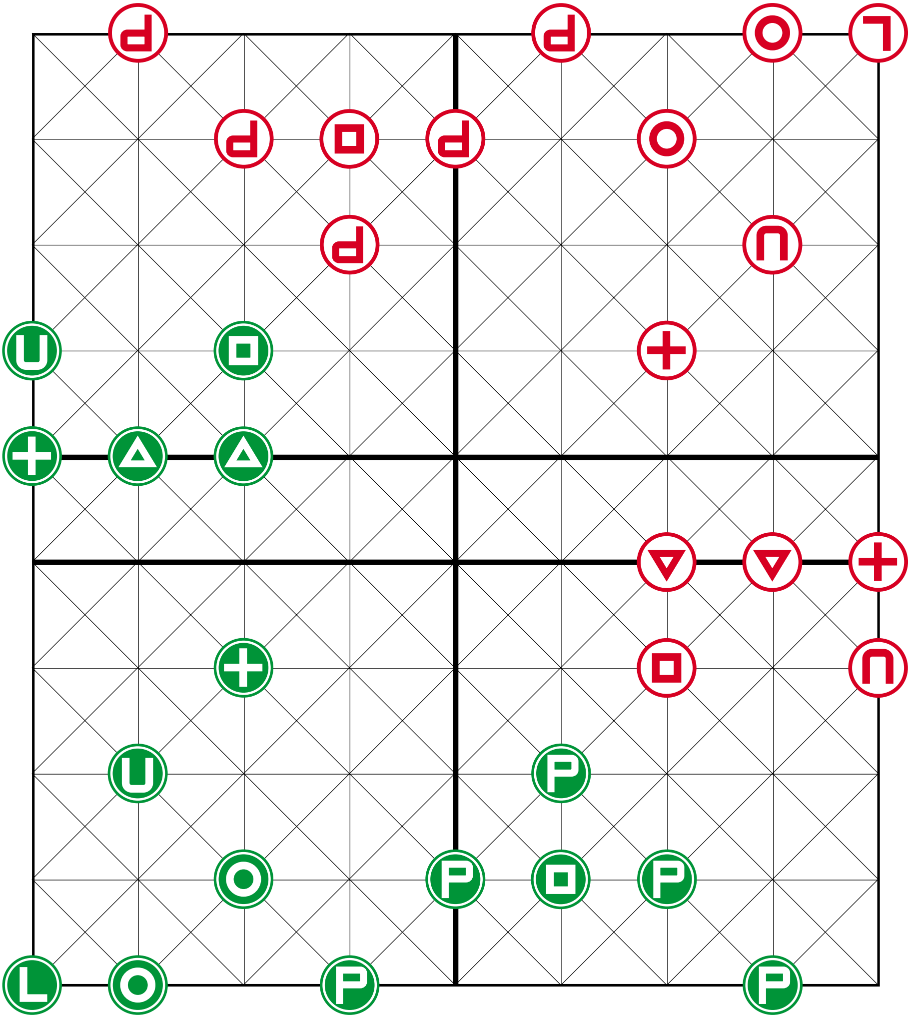
129. **TO** （字）形局

Shaped Game



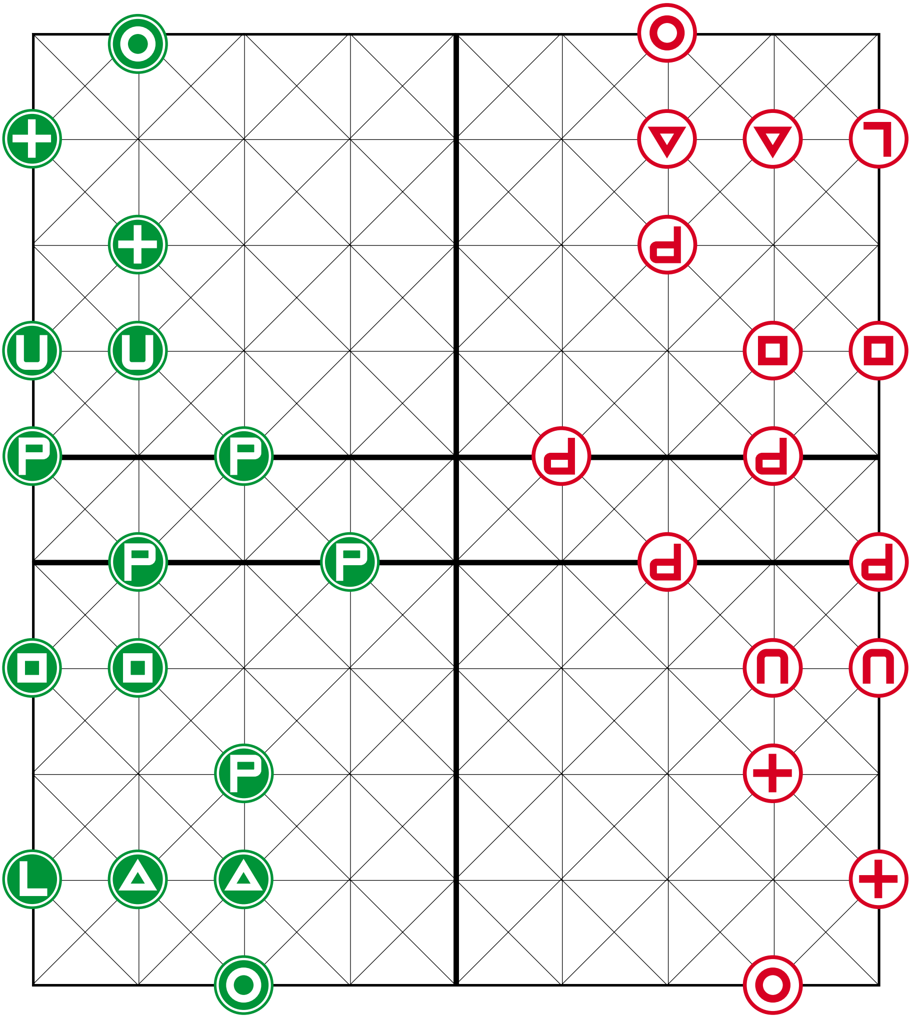
130. **UK** （字） 形 局

Shaped Game

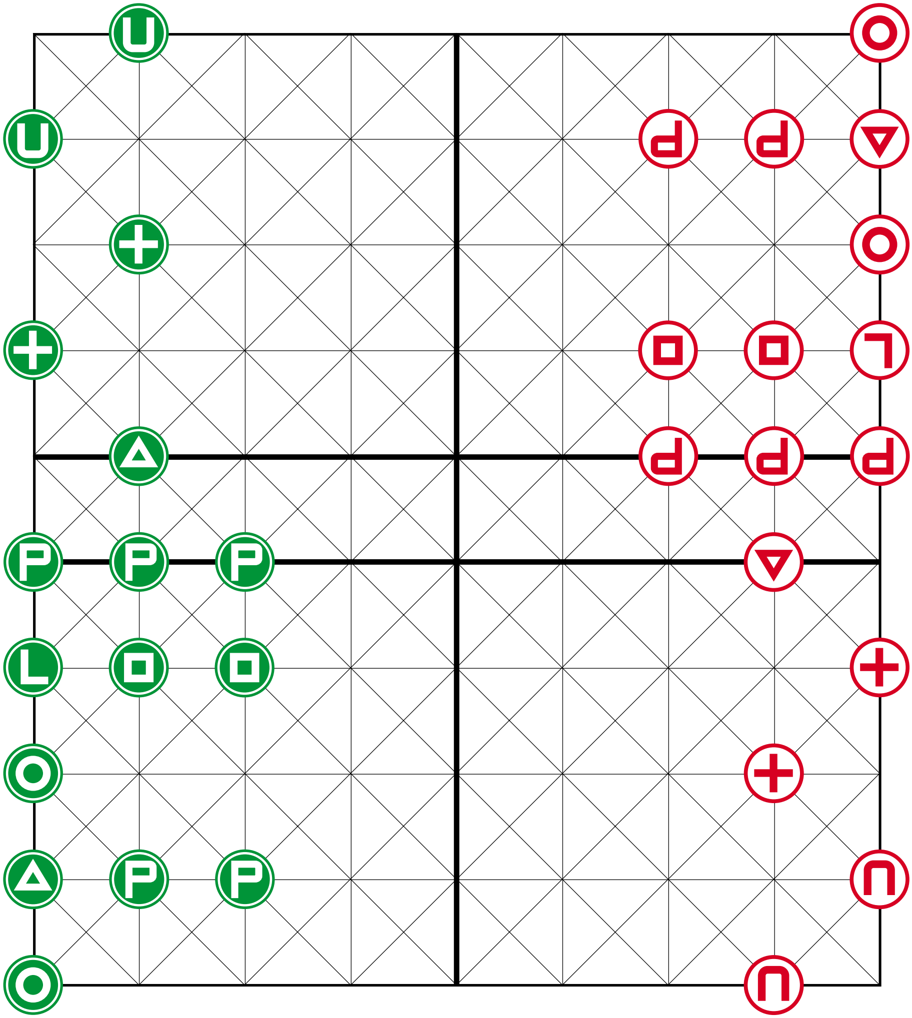


131. # USA
（字）形局

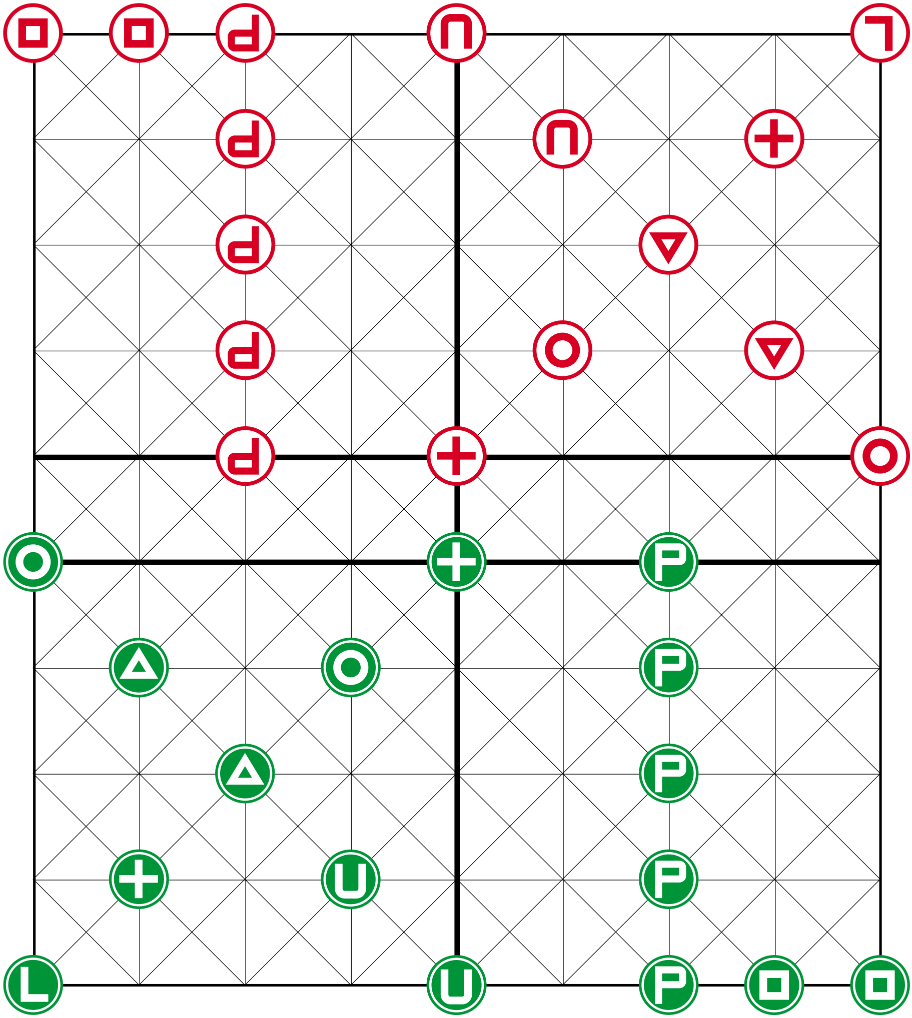
Shaped Game



132. **VISIT** （字）形局 **Shaped Game**

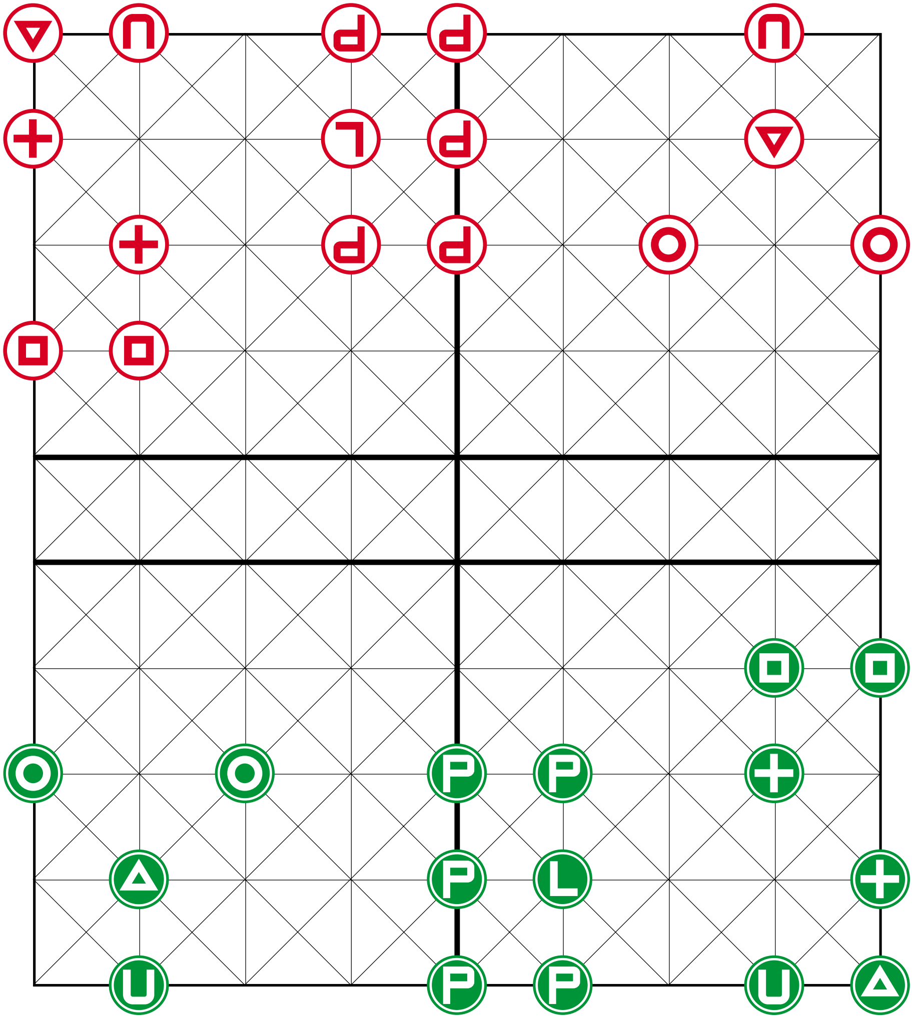


133. # WILL （字）形 局 Shaped Game



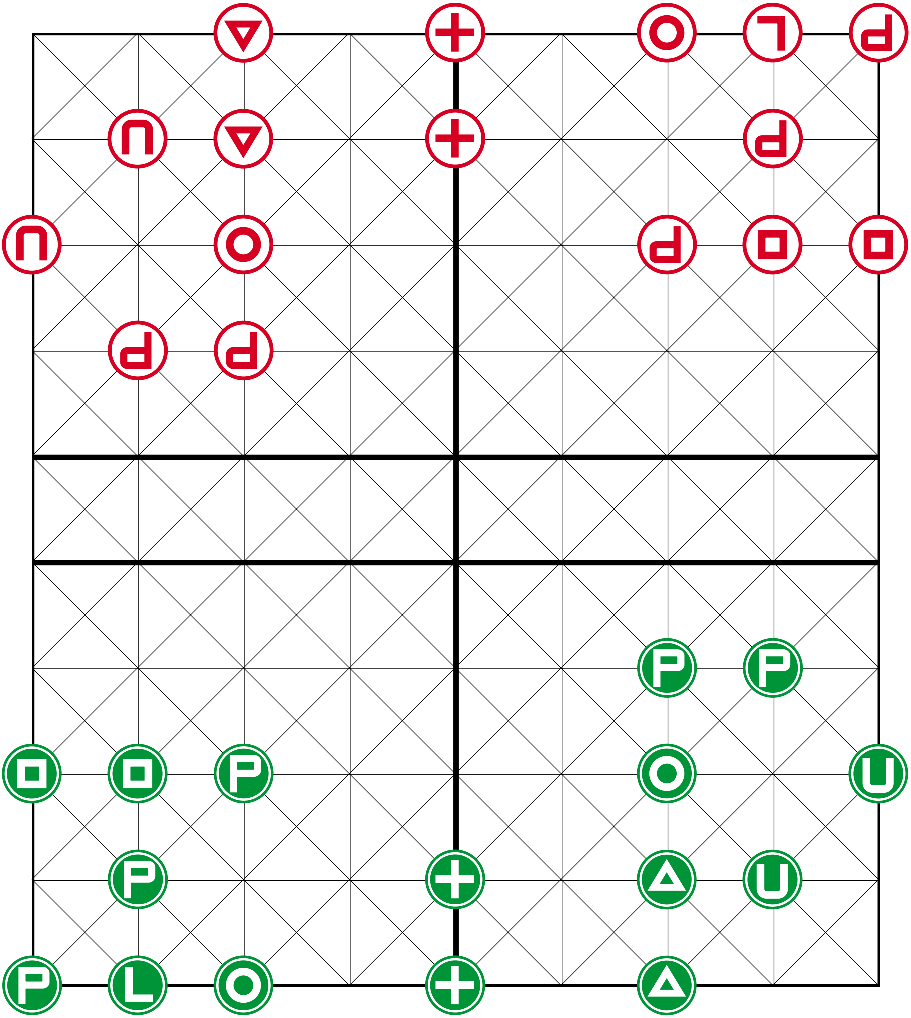
134. XL （字） 形 局

Shaped Game



135. **YES**（字）形 局

Shaped Game



136. **ZIP** （字）形局

Shaped Game

6. 公平全局 Fair Whole Game (FWG) 公平餘局 Fair Partial Game (FPG)

大宇宙棋佈局可分類如下：

Great Cosmic Chess games may be classified as follows:

1. 全局 （32 棋子齊全）由下列 3 部份構成：

Whole game (all 32 pieces are used) consists of 3 parts:

(1) 初局　Open-game (first-part)

(2) 中局　Mid-game (mid-part)

(3) 末（殘）局　End-game (last-part)

2. 餘局: 無初局或無初又無中局

Partial game : No open-game or no open- and no mid-games

大宇宙棋又可分類如下：

GC Chess may also be classified as follows:

1. 公平局: 雙方棋子排列（及數目）相同。

Fair game : Arrangement (and numbers) of chesspieces of both sides are the same.

2. 不平局: 雙方棋子排列或數目不同，由對弈者自選黑或紅棋。

Unfair game : Arrangements and/or numbers of pieces of both sides are different. Players choose black or red side freely.

公平全局（用於棋賽）

Fair Whole Games (used in matches)

宙棋公平全局數以千計，前章 136 局只是其中一些例子， 136 局中每 **1** 局，可調換各類棋子（局形排列不變）而變成 **1 組**很多同形式之公平全局，因此，由 136 局可得 **136 組公平全局**，每組數目可多可少，變化無窮。

There are numerous Fair Whole Games of GC Chess. The 136 games of last chapter are only some examples. Of the 136 games, each may form a **set** of many new games of the same shape/style by interchanging the different kinds of chesspieces, keeping the arrangement/shape unchanged. Thus, from the 136 games, can be obtained **136 sets of Fair Whole Games.** The number of games in each set varies from small to large, without limitation.

公平餘局（第 137-272 局）
Fair Partial Games (FPG) 137-272

公平餘局: 雙方棋子數目及排列相同，但每方棋子少於16。如把公平全局(如前章 136 局)中，部份棋子，**同樣地**由每方減去，就成公平餘局。

In FPG, the number and arrangement of pieces of each side (Black or Red) are the same but the number is less than 16. If part of the pieces are removed **similarly** from each side of a Fair Whole Game (e.g. Games 1-136 of last chapter), a FPG results.

下表為前述136公平全局中，每局可減去黑棋子之正點或奇點；如**減去相對應之紅棋**，即得公平餘局 137-272 局。

The table below shows the Dp or Ip of Black pieces removable from each of the previous 136 FWG. If the **corresponding Red pieces are removed**, FPG 137-272 result.

公平餘局 FPG	來源：公平全局 Source: FWG	可減去黑棋之正點或奇點 Dp/Ip of removable Black pieces
第 No.	第 No.	
137	1	32, 43, 52
138	2	05, 16, 17, 25
139	3	08, 09, 19, 28.
140	4	2•4, 3•4, 4•4, 奇點 ,Ip.
141	5	1•3, 8•4.
142	6	2•3, 2•8.
143	7	62, 6•2, 6•3.
144	8	22, 23.
145	9	52, 61.
146	10	2•2, 3•1, 3•3 4•1, 4•3, 5•2.
147	11	1•8, 1•9, 2•9, 3•9.
148	12	6•1, 7•1.
149	13	10, 20, 23, 30.
150	14	40, 70.
151	15	2•2, 3•2, 6•2, 7•2.
152	16	6•1, 6•4, 7•1, 7•4, 8•2, 8•3.
153	17	3•3, 4•3, 4•4, 5•1, 5•3.
154	18	2•3, 3•3.
155	19	34, 3•4, 4•4.
156	20	11, 22, 52, 61.
157	21	42, 5•2.
158	22	16, 26, 2•7.
159	23	10, 40.
160	24	1•1, 2•2, 3•3, 4•2, 5•1.
161	25	00, 44, 80.
162	26	13, 33, 53.
163	27	22, 23, 24, 33.
164	28	39, 48, 57, 66, 75, 84.
165	29	06, 16, 26.
166	30	02, 24, 42, 20.
167	31	13, 24, 34.
168	32	02, 62.
169	33	00, 10, 11, 21, 22, 32, 33.
170	34	30, 31, 32, 33.
171	35	23, 43, 63.
172	36	01, 02, 03, 11, 22, 33.
173	37	03, 04, 13, 14.
174	38	17, 27
175	39	40, 43, 50, 51, 52.

公平餘局 FPG	來源： 公平全局 Source: FWG	可減去黑棋之 正點或奇點 Dp/Ip of removable Black pieces	公平餘局 FPG	來源： 公平全局 Source: FWG	可減去黑棋之 正點或奇點 Dp/Ip of removable Black pieces
第 No.	第 No.		第 No.	第 No.	
176	40	01, 02, 61, 62.	201	65	02, 32.
177	41	02, 13, 24.	202	66	05, 33.
178	42	61, 62, 63.	203	67	12, 13.
179	43	42, 52, 62.	204	68	22, 26.
180	44	61, 62.	205	69	02, 20, 71.
181	45	28, 29.	206	70	11, 30.
182	46	00, 04.	207	71	03, 63.
183	47	00, 27, 40.	208	72	01, 81.
184	48	41, 80.	209	73	23, 80.
185	49	52, 60, 61.	210	74	44, 61.
186	50	74, 84.	211	75	50, 62.
187	51	10, 20, 30, 40.	212	76	02, 41, 43.
188	52	74, 85.	213	77	15, 51.
189	53	40, 51, 52.	214	78	20, 40.
190	54	00, 05.	215	79	04, 20.
191	55	02, 03, 04.	216	80	00, 63.
192	56	10, 20.	217	81	00, 40.
193	57	40, 43.	218	82	10, 43.
194	58	02, 04.	219	83	00, 60.
195	59	00, 10, 20, 30.	220	84	00, 60.
196	60	02, 12, 22.	221	85	02, 62.
197	61	51, 62, 73.	222	86	30, 83.
198	62	42, 70.	223	87	01, 20, 41.
199	63	10, 42.	224	88	20, 42.
200	64	05, 28.	225	89	02, 22.

公平餘局 FPG	來源： 公平全局 Source: FWG	可減去黑棋之 正點或奇點 Dp/Ip of removable Black pieces
第 No.	第 No.	
226	90	02, 44, 53,
227	91	00, 40.
228	92	10, 11, 12, 21.
229	93	00, 20.
230	94	08, 18, 28.
231	95	06, 12.
232	96	11, 13.
233	97	60, 71, 72, 80.
234	98	10, 21, 22, 30.
235	99	40, 51, 52, 60.
236	100	21, 41.
237	101	07, 17.
238	102	09, 19, 29.
239	103	09, 19.
240	104	43, 61.
241	105	00, 60.
242	106	15, 25, 34, 35.
243	107	04, 50.
244	108	01, 02, 13.
245	109	07, 17, 27.
246	110	00, 03.
247	111	00, 01, 02.
248	112	40, 41, 42.
249	113	12, 20, 22.

公平餘局 FPG	來源： 字樓 Source: FWG	可減去黑棋之 正點或奇點 Dp/Ip of removable Black pieces
第 No.	第 No.	
250	114	70, 72.
251	115	60, 61, 62.
252	116	01, 05.
253	117	10, 20.
254	118	62, 82.
255	119	10, 40.
256	120	08, 20.
257	121	70, 71.
258	122	50, 51, 52.
259	123	06, 16, 26.
260	124	11, 13.
261	125	80, 83.
262	126	50, 52, 60, 61.
263	127	00, 80.
264	128	40, 41, 42.
265	129	03, 23.
266	130	10, 70.
267	131	05, 70.
268	132	20, 22.
269	133	04, 14, 24.
270	134	04, 44, 64.
271	135	40, 50, 70, 80.
272	136	00, 02.

7. 不平全局 Unfair Whole Game (UWG)
不平餘局 Unfair Partial Game (UPG)

不平全局：

每人 16 棋子，但雙方棋子排列不同。

Unfair Whole game (UWG) :

Each player has 16 pieces, but arrangements of the pieces of both sides are different.

前述之公平全局第 1-136 局中有

Of the previous FWG : 1-136, there are

(1) 81 **棋金典** 81 horizontally arranged games :

第 No. 1, 4, 5, 7, 9, 10, 12-17, 19, 20, 24-26, 29-33, 35, 37, 39-44, 46, 48, 49, 51, 55-58, 61-63, 72-76, 80, 84-86, 88-91, 93, 96, 97, 105, 107, 108, 110-115, 117-119, 121, 122, 124-130, 134-136.

(2) 23 縱列局 23 vertically arranged games :

第 No. 6, 8, 11, 18, 22, 23, 27, 34, 36, 38, 47, 59, 60, 66, 67, 92, 94, 106, 109, 120, 123, 132, 133.

(3) 32 橫縱並列局 32 horizontal-vertical games :

第 No. 2, 3, 21, 28, 45, 50, 52-54, 64, 65, 68-71, 77-79, 81-83, 87, 95, 98-104, 116, 131.

每 **1** 橫列局之**黑**棋可與**其他**橫列局之**紅**棋對弈（必要時可略改一些棋子位置）而成數以千計之不平全局；如開局時處劣勢（如有棋子立被吃去），可用黑棋先行，避此劣勢，以求公平。

同樣方法可用於縱列局或橫縱並列局。

Black of **each** horizontally arranged game may play with **Red** of the **other** horizontally arranged games (alter positions of certain pieces if necessary), forming numerous UWG. The side/state in unfavourable open-game (e.g. piece will be directly captured by foe piece), if any, should use Black pieces to play first to avoid this to ensure fairness.

Similarly, the same method can be used in vertically arranged games or horizontal-vertical games.

因此，由前述之公平全局第 1-136 局，可得另 136 組不平全局，第 **273-408 組**(每組有許多局)。

Thus, from the previous FWG No. 1-136, we get extra 136 sets of UWG **Set 273-408** (each set contains many games).

不平全局 UWG	: 2x136+X	來源：公平全局 Source: FWG	: X
Set	**273** 組	Game	1 局
	274		2
	275		3
	276		4
	277		5
	.		.
	.		.
	.		.
	.		.
	.		.
	406		134
	407		135
	408		136

例：第1局(81 橫列局之1)之黑棋可與其他80橫列局之紅棋對弈而成第273組共 80 局之不平全局(此組有 80 局)。

e.g. Black of Game No. 1 (1 of the 81 horizontally arranged games) may play with Red of the other 80 horizontal games, forming Set No. 273 of 80 UWG (this set contains 80 games).

不平餘局（第 409-680 組）

Unfair Partial Games (UPG): Set 409-680

不平餘局: 雙方棋子數目(每人少於16)相同或不同，但棋子排列不同。

In UPG, the numbers of pieces (each less than 16) of 2 players may be equal or unequal, but the arrangements of pieces are different.

不平餘局可用下列方法獲得 UPG may be obtained as follow:

1. 用少於 15 之黑棋（包括主）與少於 15 紅棋作適當而不同排列。
   Suitably and differently arrange 15 or less Black pieces (including Leader) and 15 or less Red pieces.
2. 公平餘局之**黑**棋與**另**一公平餘局之**紅**棋對弈(橫列局對橫列局，縱列對縱列，橫縱並列對橫縱並列）。因此，由公平餘局第137-272局，可得不平餘局第 **409-544 組**（每組有很多局）。
   Black of a FPG play with **Red of another** FPG (horizontal game versus horizontal, vertical vs vertical, horizontal-vertical vs horizontal-vertical). Thus, from FPG Game No. 137-272, can be obtained UPG **Set No. 409-544** (each set contains many games).

不平餘局 UPG	: 3x136+X	來源：公平餘局 Source: FPG	: 136+X	X
Set	**409** 組	Game	137 局	1
	410		138	2
	411		139	3
	.		.	.
	.		.	.
	.		.	.
	.		.	.
	.		.	.
	542		270	134
	543		271	135
	544		272	136

3. 減去不平全局中相等或不等數之黑棋及紅棋，因此，由不平全局第273-408 組，可得不平餘局第 **545-680 組**（每組有很多局）。

Remove equal or unequal numbers of Black and Red pieces from an UWG. Thus, from UWG Set No. 273-408, can be obtained UPG **Set No. 545-680** (each set contains many games).

不平餘局 UPG	: 4x136+X	來源：不平全局 Source: UWG	: 2x136+X	X
Set	**545** 組	Set	273 組	1
	546		274	2
	547		275	3
	.		.	.
	.		.	.
	.		.	.
	.		.	.
	.		.	.
	678		406	134
	679		407	135
	680		408	136

由第 5-7 章所述，可知大宇宙棋各類棋局均數以千計，合計則數目極大，數之不盡。

From Chapters 5-7, we know that the various types of GC Chess games are all numerous. Adding up, the total is extremely large, so large as to be countless.

8. 攻守及末局提示
Hints about Attack, Defence and Endgames

1. 棋子威力 **Power of Chesspieces :**

棋　子 Piece	威力次序 （大至小） Power (descending order)	最多可達點數 （正點加奇點） Largest No. of points (Dp & Ip) reached	
Ⓤ	1	77	（第 Page 32 頁）
Ⓐ(△)	2	49	（第 Page 28 頁）
◎	3	49	（第 Page 28 頁）
⊕	3	24	（第 Page 30 頁）
⊡	3	24	（第 Page 26 頁）
Ⓟ	4	12	（第 Page 26 頁）
Ⓛ	5	12	（第 Page 26 頁）

2. 棋子大約兌換值 **Approximate Exchange Values of Pieces :**

棋子 Piece	Ⓟ	⊡◎⊕	Ⓐ(△)	Ⓤ
值　Value	1	3	6	9

末　　局	◎	⊕	⊡
Endgame	3	4	5

Ⓟ :值向敵底線漸增。 Value greater, nearer foe bottom.

3. 警告吃（去）子法 **Using Warning to remove Foe Pieces :**

(1) Ⓐ(△) ／ ⊡ X Ⓤ

例 e.g. Ⓛ59, 或 or 5•9, Ⓤ 15/1•5, Ⓐ(△) 37/3•7

（位，格均可 True for both Dp, Ip）

（簡寫表：第 246 頁 Abbreviations: P. 246）

（ X ：吃去 Removes）

(2) Ⓤ X △／▣／◎／⊕

例 e.g. Ⓛ 59, △ 75, Ⓤ 61.

（位 / 格均可，以下亦同 True for Dp/Ip and for the following too）

(3) ⊕ X △／▣／◎

例 e.g. Ⓛ 59, △ 35, ⊕ 66.

(4) ◎ X Ⓤ／△／◎／⊕

例 e.g. Ⓛ 59, ▣ 48, Ⓟ 55, Ⓤ 75, ◎ 15.

(5) ⊕ & △ X Ⓤ

例 e.g. Ⓛ 59, Ⓤ 76, ⊕ 28, △ 38-36 或 or 32.

(6) ◎ & △ X Ⓤ

例 e.g. Ⓛ 59, ▣ 58, Ⓤ 32, ◎ 55, △ 56-34.

4. Ⓤ X ▣ :2子相差1縱或橫線，迫 ▣ 至底或邊。（位格均可，以下同）

2 pieces in 2 adjacent files (or rows), force ▣ to move to bottom or edge. (True for Dp/Ip and the following)

5. Ⓤ 不能 cannot X △／◎ ;（Ⓤ X ⊕ :迫 ⊕ 至角 force ⊕ to corner）

6. △ 不能 cannot X ▣ , ◎ 或 or ⊕

7. Ⓛ & ▣（或 or △）> Ⓛ （ > 代表打敗 means beat）

▣ & Ⓛ 迫 Ⓛ 至角或邊

force Ⓛ to move to corner or edge.

奇正合弈法： **DIJ•PM:**

（其他弈法較易，讀者自試）(other PM, quite easy, readers try themselves)

例 e.g.

(1) Ⓛ 49, Ⓛ – 4•8, ▣ – 57 ： Ⓛ 欠行，負。 immobilised, beaten.

(2) Ⓛ 39, Ⓛ – 27, ▣ – 47 ：

Ⓛ 39-4•9, Ⓛ 27-37, ...例(4), Ref. (4) below

(3) Ⓛ 39, Ⓛ – 46, ▣ – 47 ：

1. 46-37, 39-4•9; 2. 47-4•8, 4•9-49;

3. 4•8-48 V (V: 勝 Victory)

(4) Ⓛ 4•9, Ⓛ – 46, ⊡ – 47 :

1. 46-37, 4•9-5•9; 2. 47-57, 5•9-6•9;
3. 37-47, 6•9-7•8; 4. 57-66, 7•8-8•7;
5. 47-56, 8•7-8•6; 6. 56-65, 8•6-8•7;
7. 66-67, 8•7-8•8; 8. 65-66, 8•8-7•9;
9. 66-6•7, 7•9-6•9; 10. 67-6•8, 6•9-59;
11. 6•7-57, 59-69; 12. 6•8-68, V.

如 If 4. 57-66, 7•8-6•8; (5) 66-7•6, 6•8-5•9;
(6) 7•6-5•8, 5•9-59; (7) 5•8-58, V.

如 If (5) 66-7•6, 6•8-67; (6) 47-5•7, 67-58;
(7) 7•6-57, 58-49; (8) 5•7-4•8, V.

如 If 4. 57-66, 7•8-6•9; (5) 66-67, 6•9-7•9;
(6) 47-57, 7•9-8•8; (7) 57-6•7, 8•8-7•9;
(8) 67-7•8,.........

如 If 9. 66-6•7, 7•9-8•8; (10) 67-7•8, 8•8-87;
(11) 6•7-67, 87-88; (12) 7•8-78, V.

(5) Ⓛ 4•8, Ⓛ – 45, ⊡ – 46 :

1. 45-36, 4•8-5•8; 2. 46-56, 5•8-6•8;
3. 36-46, 6•8-7•7; 4. 56-65, 7•7-8•6;
5. 46-55, 8•6-8•5; 6. 55-64, 8•5-8•6;
7. 65-66, 8•6-8•7; 8. 64-65, 8•7-7•8;
9. 65-56, 7•8-6•9; 10. 66-57, 6•9-5•9;
11. 56-47, 5•9-6•9; 12. 57-67, 6•9-7•9;
13. 47-57, 7•9-8•8; 14. 57-6•7, ...

如 If 4. 55-65, 7•7-6•7; (5) 65-56, 6•7-7•6;
(6) 46-55, 7•6-8•5; (7) 55-64, 8•5-8•4;
(8) 56-74, 8•4-7•3; (9) 74-52, 7•3-8•3;
(10) 52-62, 8•3-8•2; (11) 64-63, 8•2-7•1;
(12) 63-6•3, ...

如 If 5. 46-55, 8•6-7•7; (6) 65-66, 7•7-6•8;

(7) 55-56, 6•8-5•9; (8) 56-47, 5•9-4•9;

(9) 66-48, 4•9-3•8; (10) 48-26, ...

如 If 6. 65-66, 7•7-8•6; (7) 55-65, ...

如 If 9. 65-56, 7•8-8•7; (10) 56-6•6, 8•7-7•8;

(11) 6•6-5•7, 7•8-6•9; (12) 66-67, 6•9-7•9;

(13) 5•7-6•7, ...

(6) Ⓛ 4•7, Ⓛ – 44, ⊡ – 45 :

1. 44-35, 4•7-5•7; 2. 45-55, 5•7-6•7;

3. 35-45, 6•7-7•6; 4. 55-64, 7•6-8•5;

5. 45-54, 8•5-7•6; 6. 64-65, 7•6-6•7;

7. 54-45, 6•7-5•8; 8. 45-36, 5•8-4•9;

9. 36-27, 4•9-3•9; 10. 65-47, 3•9-4•9;

11. 27-37, 如上述例(4) as example (4).

如 If 3. 35-45, 6•7-5•7; (4) 55-46, 5•7-4•8/5•8;

如上述例(5) as example (5).

如 If 4. 55-46, 5•7-6•7; (5) 46-56, 6•7-7•6;

(6) 46-55, ...

如 If 3. 35-45, 6•7-5•8; (4) 55-46, 5•8-4•8;

如上述例(5) as example (5).

如 If 3. 35-45, 6•7-67; (4) 55-56, 67-7•7;

(5) 45-5•6, ...

如 If 4. 55-64, 7•6-6•6; (5) 64-55, 6•6-5•7;

(6) 55-46, 5•7-4•8/5•8; 如上述例(5) as example (5).

如 If (5) 64-55, 6•6-7•5; (6) 45-54, 7•5-8•4;

(7) 54-63, 8•4-8•3; (8) 55-73, 8•3-7•2;

(9) 73-51, ...

如 If 5. 45-54, 8•5-85; (6) 54-65, ...

如 If　5.　45-54, 8•5-8•4;　(6)　54-6•5, 8•4-7•3;
(7)　64-6•4, 7•3-62;　(8)　6•5-54, 62-51;
(9)　54-43, 51-40;　(10)　6•4-42, 40-30;
(11)　43-32, 30-4•1;　(12)　42-4•2, 4•1-40;
(13)　4•2-41　V

如 If　6.　64-65, 7•6-7•7;　(7)　54-55, 7•7-6•8;
(8)　65-47, 6•8-5•9;　(9)　55-46, 5•9-4•9;
(10)　46-37,　如上述例(4) as example (4).

如 If　(7)　54-55, 7•7-8•6;　(8)　55-6•5, ...

如 If　(8)　65-47, 6•8-6•7;　(9)　47-56, 6•7-5•8;
(10)　55-46, 5•8-4•9;　(11)　46-37, 4•9-3•9;
(12)　56-38, 3•9-2•8;　(13)　38-16, ...

如 If　6.　64-65, 7•6-8•6;　(7)　54-6•5, 8•6-7•7;
(8)　65-7•6, 7•7-6•8;　(9)　6•5-5•6, 6•8-5•9;
(10)　5•6-4•7, 5•9-4•9;　(11)　7•6-5•8, 4•9-3•9;
(12)　5•8-3•8, ...

如 If　6.　64-65, 7•6-8•5;　(7)　54-64, ...

如 If　8.　45-36, 5•8-4•8;　(9)　65-47, 4•8-5•9;
(10)　47-57, 5•9-6•9;　(11)　36-46, 6•9-7•8;
(12)　46-56, ...

如 If　(9)　65-47, 4•8-3•8;　(10)　47-37, 3•8-2•7;
(11)　36-25, 2•7-1•6;　(12)　37-2•6; ....

如 If　9.　36-27, 4•9-4•8;　(10)　27-36, 4•8-5•8;
(11)　65-56, 5•8-6•8;　(12)　36-46, 6•8-7•7;
(13)　46-5•6, ...

如 If　(11)　65-56, 5•8-4•9/5•9;
(12)　56-47, ...

如 If　10.　65-47, 3•9-2•9;　(11)　47-37, 2•9-1•8;
(12)　37-28, ...

8. Ⓟ & Ⓛ > ⓛ :

Ⓟ 至敵底點，升級為 ⊡ ....

Ⓟ reaches foe bottom point, promoted to ⊡ ....

9. Ⓤ & Ⓛ > ⓛ : Ⓤ & ⓛ 在同縱（或橫）線上。

Ⓤ & ⓛ in same horizontal (or vertical) line.

10. ◎ & Ⓛ = ⓛ （ = 是和棋, means game drawn ）

11. ⊕ & Ⓛ = ⓛ : 例 e.g. ⓛ 46, Ⓛ 44, ⊕ 43.

正弈法： **DPM:**

1.	43-24,	46-56;	2.	24-53,	56-47;
3.	44-45,	47-37;	4.	45-35,	37-47;
5.	53-45,	47-56;	6.	45-64,	56-55;
7.	64-33,	55-56;	8.	33-26,	56-65;
9.	35-45,	65-64;	10.	45-44,	64-65;
11.	26-45,	65-56;	12.	45-37,	56-46;

13. 37-24, 重複上述 Repeat, ∴ = .

如 If

2.	24-53,	56-57;	(3)	44-45,	57-47;
(4)	53-65,	47-37;	(5)	65-34,	37-38;
(6)	45-46,	38-48;	(7)	34-26,	48-58;
(8)	26-55,	58-59;	(9)	46-47,	59-49;
(10)	55-67,	49-39;	(11)	67-36,	V

12. ◎ & ◎ & Ⓛ > ⓛ （只單弈法可勝，複弈法則和）

(only for Simple PM, not for Compound PM)

單弈法： **Simple PM:**

例 e.g. ⓛ 38, Ⓛ 45, ◎ 41, ◎ 32, (ⓛ 3•8, Ⓛ 4•5, ◎ 4•1, ◎ 3•2)

1.	45-46,	38-39;	2.	46-47,	39-28;
3.	47-36,	28-17;	4.	36-25,	17-27;
5.	41-31,	27-28;	6.	25-26,	28-29;
7.	26-27,	29-19;	8.	31-21,	19-08;
9.	27-16,	08-18;	10.	32-22,	18-19;
11.	16-17,	19-09;	12.	21-11,	V

13. ⊕ & ⊕ & Ⓛ > Ⓛ 或 or = Ⓛ

14. ⊕ & ◎ & Ⓛ > Ⓛ 或 or = Ⓛ

15. (△) & Ⓛ = ⊡ & Ⓛ = ◎ & Ⓛ = ⊕ & Ⓛ = Ⓟ & Ⓛ

16. Ⓤ & Ⓛ = (△) & Ⓛ (Ⓤ , Ⓛ = (△) , Ⓛ)

例 e.g.: Ⓤ 12, Ⓛ 40, Ⓛ 59, (△) 76.

1. 12-52, 76-58; 2. 52-42, 59-69;

3. 42-62, 69-59; 4. 62-42, 59-69;

5. ....

如 If Ⓤ 12, Ⓛ 40, Ⓛ 59, (△) 84.

(1) 12-52, 84-57; (2) 52-57, V

17. Ⓤ , Ⓛ > (⊡ , Ⓛ) 或 or (Ⓛ , ◎ 或 or ⊕)

例 e.g.: Ⓤ 12, Ⓛ 40, Ⓛ 59, ⊡ 67.

1. 12-52, 67-58; 2. 52-53, 58-57;

3. 53-57, V

18. Ⓤ , Ⓛ = 2 ⊡ & Ⓛ 如 2 ⊡ 近 Ⓛ If 2 ⊡ near Ⓛ

例 e.g.: Ⓤ 12, Ⓛ 40, Ⓛ 59, ⊡ 38, ⊡ 76.

19. Ⓤ , Ⓛ > (2 ⊕ , Ⓛ) 或 or (2 ◎ , Ⓛ) 或 or (⊕ , ◎ , Ⓛ)

Ⓛ 助 Ⓤ 擒 ⊕ 或 ◎ ,......... Ⓛ helps Ⓤ capture ⊕ or ◎ ,.........

如 If Ⓤ 71, Ⓛ 40, Ⓛ 89, ⊕ 79, ⊕ 88.

(1) 71-77, 79-67; (2) 77-68, V

如 If 79-58/48, Ⓤ X ⊕

20. Ⓤ , Ⓛ ⩾ ⊡ , ⊕ , Ⓛ (⩾ 勝或和, win or game drawn)

(1) ⊡ 39, Ⓛ 49, ⊕ 48, Ⓤ 18, Ⓛ 46:

46-47, 如 If 48-67, 18-68 V

如 If 49-59, 18-39,......... V

(2) ⊡ 48, Ⓛ 49, ⊕ 39, Ⓤ 75, Ⓛ 44:

1. 75-79, 49-38; 2. 79-75, 38-49; ....

.... ⊡ 38-48 ....-38 ....-48 ....-38 ....

或 or 47-48 ....-47 ....-48 ....

或 or 48-58 ....-48 ....-58 .... =

(3) ⊡ 79, Ⓛ 89, ⊕ 88 (或 or ⊡88, Ⓛ89, ⊕79):

.... ⊡79-78 ....-79 ....-78 ....-79 ....

或 or 79-69 ....-79 ....-69 .... =

(4) ⊡ 79, Ⓛ 89, ⊕ 78:

.... ⊡79-88 ....-79 ....-88 ....-79 ....

或 or ⊕78-59 ....-78 ....-59 ....-78 .... =

(5) ⊡ 78, Ⓛ 79, ⊕ 89:

Ⓛ79-88 ....-79 ....-88 ....-79 ....

或 or ⊡78-77 ....-78 ....-77 ....-78 ....

或 or ⊡78-68 ....-78 ....-68 ....-78 .... =

(6) ⊡ 89, Ⓛ 79, ⊕ 78:

Ⓛ79-88 ....-79 ....-88 ....-79 ....

或 or ⊡89-88 ....-89 ....-88 ....-89 .... =

(2) -(6) : ⊡ 驅 expels Ⓛ (敵主 foe Ⓛ), ∴ =

21. Ⓤ , Ⓛ ⩾ ⊡ , ◎ , Ⓛ : = 如 If

(1) ⊡ 39, Ⓛ 49, ◎ 48, Ⓤ 18, Ⓛ 46:

46-47, 48-38 ....-48 ....-38 ....-48 .... =

(2) ⊡ 48, Ⓛ 49, ◎ 39, Ⓤ 18, Ⓛ 46:

46-45, 48-38 ....-48 ....-38 .... =

(3) ⊡ 79, Ⓛ 89, ◎ 88 (或 or ⊡ 88, Ⓛ 89, ◎ 79):

⊡79-78 ....-79 ....-78 ....-79 ....

或 or ◎88-78 ....-88 ....-78 ....-88 .... =

(4) ⊡ 79, Ⓛ 89, ◎ 78:

◎78-88 ....-78 ....-88 ....

或 or ⊡79-78 ....-79 ....-78 .... =

(5) ⊡ 78, Ⓛ 79, ◎ 89:

Ⓛ79-88 ....-79 ....-88 ....-79 ....

或 or ◎89-88 ....-89 ....-88 ....-89 ....

或 or ◎89-79 ....-89 ....-79 ....-89 .... =

(6) ⊡ 89, Ⓛ 79, ◎ 78:

Ⓛ 79-88 ....-79 ....-88 ....-79 ....

或 or ⊡ 89-88 ....-89 ....-88 ....-89 .... =

(1) -(6) : ⊡驅 expels Ⓛ（敵主 foe Ⓛ）, ∴ =

22. Ⓤ , Ⓛ = △ , ⊡ , Ⓛ

= △ , ⊕ , Ⓛ = △ , ◎ , Ⓛ

參看上述 Ref 16, 18, 20, 21, above.

（以 △ 代 replaces ⊡ ）

23. Ⓤ Ⓛ = ⊕ ⊕ ◎ , Ⓛ 如 If ⊕ 59, ⊕ 78, Ⓛ 79, ◎ 89,

◎ 89-88 ....-89 ....-88 ....

如 If 可和 may =

24.

如 If 59, 78, Ⓛ 79, 89,

89-88 ....-89 ....-88 ....-89 ....

25. ⊡ ◎ Ⓛ 或 or

如 If Ⓛ 89, ⊕ 78, ⊡ 聯行，迫敵 Ⓛ 至角／邊

⊡ move together, force foe Ⓛ to corner / edge.

26. ⊡

即 i.e. 上述 20, 21 加 plus

27.

如 If Ⓛ 89, ◎ 78, ⊡聯行，迫敵 Ⓛ 至角／邊

⊡ move together, force foe Ⓛ to corner / edge.

28.

參看 Ref. 27 above. （ 負於或和 beaten by or game drawn）

29. △

聯行，迫敵 Ⓛ 至角／邊

move together, force foe Ⓛ to corner / edge.

6.　多變弈法 Varied Playing Modes

大宇宙棋除前述各弈法及其千變萬化之變局外，更有很多變通弈法，略述於下，弈者選用與否，絕對自由。

Besides the playing modes and their countless varied games described previously, Great Cosmic Chess has many other varied playing modes described below. Players are absolutely free to choose or not.

1.　盤變弈法：　Chessboard-varied Playing Mode :

棋盤加多橫或縱（及斜）線。

Add file or row (& diagonal) to chessboard.

例：加 1 縱線，加 1 縱 1 橫或加 2 縱 1 橫………

e.g.　add 1 file, add 1 file and 1 row or 2 files and 1 row ....

2.　加子弈法：　More Pieces Playing Mode :

例：加　1 Ⓐ 或 1 Ⓤ 或 1 ◎ 或 1 ⊡ 或 1 ⊕ 或 2 Ⓟ ....

e.g.　add 1 Ⓐ or 1 Ⓤ or 1 ◎ or 1 ⊡ or 1 ⊕ or 2 Ⓟ ....

3.　減子弈法：　Less Pieces Playing Mode :

例：減　1 Ⓐ 或 1 Ⓤ 或 1 ◎ 或 1 ⊡ 或 1 ⊕ 或 2 Ⓟ ....

e.g.　remove 1 Ⓐ or 1 Ⓤ or 1 ◎ or 1 ⊡ or 1 ⊕ or 2 Ⓟ ....

4.　進升弈法：　Promotion Playing Mode :

共吃去 2 敵子後，棋子進升如下:

After having captured a total of 2 foe pieces, a piece is promoted as follows:

(1)　兵 " Ⓟ " 升級為官 " ⊡ " 。

Pawn " Ⓟ " is promoted to Bishop " ⊡ " .

(2)　官 " ⊡ " 升級為行程增至原有之兩倍。

Bishop " ⊡ " is promoted to its moving distance being twice the original one.

(3)　帥 " Ⓐ " 另加一行法: 原有行法之始或末加 1 垂直行之點。

Admiral " Ⓐ " wins 1 more moving way: add 1 perpendicularly moved point to beginning or end of original moving way.

(4) 用 “ Ⓤ ” 另加一行法:　原有行法之末加 1 垂直行之點。

Utility “ Ⓤ ” wins 1 more moving way: add 1 perpendicularly moved point to end of original moving way.

(5) 計 “ ⊕ ” 進升為:能跳越阻塞其通道之棋子而到欲達之點。

Tactics “ ⊕ ” is promoted to being able to jump over all pieces blocking its moving ways to reach the point desired.

(6) 元 “ ◎ ” 另加一吃子法:　隔 2 子吃去敵子。

Dollar “ ◎ ” wins 1 more way to capture foe piece when 2 pieces lie between it and foe piece.

(7) 兵 “ Ⓟ ” 、官 “ ⊡ ” 等可進升超過一次，直至無可再升。

Pawn “ Ⓟ ”, Bishop “ ⊡ ” etc. may be promoted more than once until no more can be promoted.

(8) 須預備 1 ，2 ，升， ⊡ ，.........等標記，以助辨認。

Prepare labels: 1, 2, promote, ⊡ , ... to help distinguish the pieces.

5. 自由弈法：　Free Playing Mode :

自由及秘密地（不讓對方知）於己方排列 16 子後，再對弈。

Arrange the 16 pieces freely and secretly (not let rival know) in own region and then play.

6. 運氣弈法：　Luck Playing Mode :

每人反轉 16 棋子，亂排於己方後，再反轉對弈。

Each player turns 16 pieces up-side-down, arrange randomly in own region and then invert the pieces to play.

7. 混合弈法：　Mixed Playing Mode :

先定 2 主 “ Ⓛ , Ⓛ ” 位置，反轉及混合其餘 30 棋子，排列成後，再反轉對弈。

Fix positions of 2 Leaders “ Ⓛ , Ⓛ ” first. Invert, mix and arrange the other 30 pieces. Then invert again and play.

8. **三國弈法： 3 States Playing Mode :**

(1) 棋子 3 色: 黑、紅、綠。

Pieces are of 3 colours : Black, Red, Green.

(2) 3 人順時針方向（即向左）輪流行棋。

3 players, in clockwise order (i.e. to left direction), alternately move their pieces.

(3) 己區無或只有一敵國棋子（不論多少），只行棋一步；如有二敵國棋子（不論多少），則行 2 步。

With none or only 1 foe's piece(s) in own state, move only once. With 2 foes' pieces in own state, move twice.

(4) 棋盤如下圖。 Chessboard is as figure below.

(5) 棋子由己區頂點沿公線經公（邊）區至敵頂點再進入敵區，各國頂部橫線間距離看作與二國棋盤無異。

Each piece moves from own top point along common lines through common region (border) and then enter foe state. Distance between top horizontal lines of states is regarded as the same as in 2 states chessboard.

(6) 邊區(公區)視作與二國棋盤邊區無異，但棋子不得停在邊區(二人對弈之奇弈法，棋子可停在邊區）。

The border is regarded as the same as that in 2 states chessboard but no piece may stay in border (pieces may stay in border in I•PM for 2 states games).

(7) 一人已敗，餘二人以自已所剩棋子繼續對弈。

1 player beaten, the other 2 continue to play with their own remaining pieces.

9. **四國弈法： 4 States Playing Mode :**

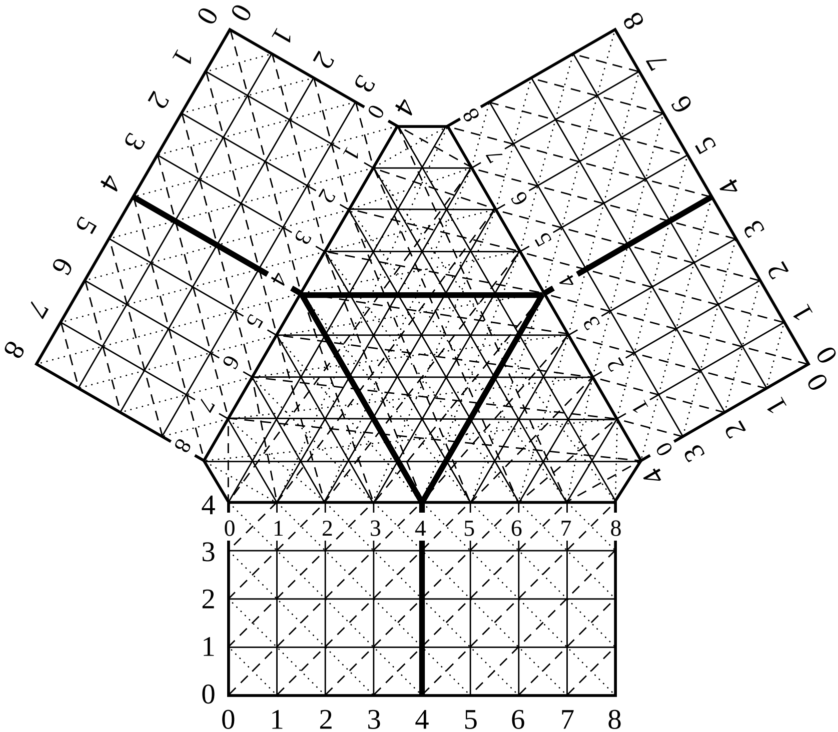
(1) 棋子 4 色: 黑、紅、綠、藍。 4 colours : **D**ark, **R**ed, **G**reen, **B**lue.

(2) 棋盤如圖示。 Chessboard is as figure below.

(3) 弈法與 3 國弈法相似。 Playing ways, similar to 3 states ways.

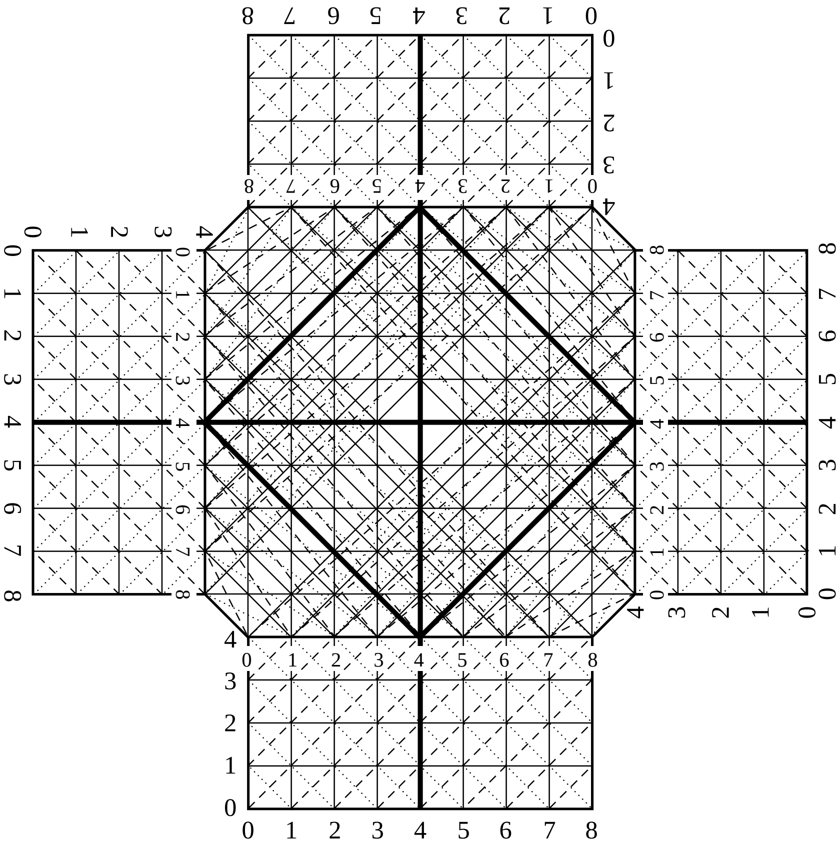
(4) 寫法 Written as : D△•R23–B22, ...

D: 黑國 Dark State; R: 紅國 Red State; B: 藍國 Blue State;



三國弈法棋盤

3 States Playing Mode Chessboard



四國弈法棋盤

4 States Playing Mode Chessboard

10. 變行弈法：　Move Changed Playing Mode :

例：(1)　改主“Ⓛ”為官“⊡”或計“⊕”之行法。

e.g.:　Change moving rule of “Ⓛ” to that of “⊡” or “⊕”.

(2)　改帥“◬”為用“Ⓤ”，元“◎”或計“⊕”之行法。

Change moving rule of “◬” to that of “Ⓤ”, “◎” or “⊕”.

(3)　改計“⊕”之行法為不受其他棋子阻塞。

Change moving rule of “⊕” to that it is not blocked by others.

(4)　改為可吃去己方棋子（以造優勢）。。

Change to that a piece may capture another own piece.

(5)　改兵“Ⓟ”為官“⊡”之行法。

Change Pawn “Ⓟ” to moving like Bishop “⊡” .

(6)　改用“Ⓤ”為可兼行斜線 1–4 點。

Change “Ⓤ” to that it can also move 1-4 points along diagonal.

(7)　改官“⊡”為不能進入敵國。

Change Bishop “⊡” to that it cannot enter foe state.

(8)　改元“◎”為只行縱橫線或只行斜線。

Change Dollar “◎” to that it moves only along files or rows or moves only along diagonals.

(9)　改官“⊡”為可行 1 至 4 位或格。

Change Bishop “⊡” to that it can move 1 to 4 Dp or Ip.

或 (10)　改“◎”或“⊕”為只能被阻擋，不能被吃去，即永生不死。

or　Change Dollar “◎” or Tactics “⊕” to that it can only be blocked but cannot be removed, i.e. immortal.

11. 合夥弈法：　Partners Playing Mode :

2 人（或以上）與相等人數對弈，每人輪流行一步。

2 (or more) persons play with equal numbers of rivals, alternately moving a piece.

12. 同意弈法：　Agreed Playing Mode :

2 人同意，可作任何改變而對弈。

2 players agree to any variations they like and then play.

10. 弈大宇宙棋十原則
10 Principles of Playing G.C. Chess

(1) 保持寧靜，勿說話談笑，造作嘈音或小動作，以影響他人。

Keep absolutely quiet. Do not speak, laugh, make any noice or unnecessary movement to disturb others.

(2) 思而後動，臨局果斷，莫遲疑不決，舉棋不定，回手悔着（每步棋不超過 1 分鐘）。

Think before moving a piece. Move with resolution. Do not hesitate or linger too long, change any move or regret having moved the pieces. (Each move should not exceed 1 minute).

(3) 勿沉迷過甚，以不妨礙事業、學業為原則。

Do not indulge in chess too much to hinder or harm your business or studies.

(4) 弈棋本是戒賭、戒惡習良方，不可以弈棋作賭博。

Playing chess is an excellent way to achieve abstinence from gambling and bad habits. Do not use chess to gamble.

(5) 弈棋可培養公平競爭，積極進取之人生觀，弈者應因勝負而常警惕：

世事如棋，
成功靠努力。

Chess playing nourishes the concept of fair competition and the notion of positive advancement. Players encountering defeat or victory should always alert themselves that world affairs are like playing chess:

Success depends on efforts;
No gains without pains.

(6) 勝敗本常事，勝勿誇，敗莫怨，不可因弈棋爭執，有傷和氣。

Victory or defeat is very common. The victor should not boast; the loser, not grumble. Do no quarrel about playing chess to hurt the harmonious feelings between each other.

(7) 敗不氣餒，常存學習上進之心，才有進步。

The loser should not be disheartened. Always have the will to learn to make progress.

(8) 勝莫驕，須知強中還有強中手，學無止境，固步自封，不進則退。

The victor should not be haughty. Superiors are numerous. There are always things to learn. To stop without progress is to be left behind without gain.

(9) 與人對弈勝多負多，均宜退讓，適可而止，常存謙虛厚道，利人利己。

Stop playing after winning or losing to your rival many games. Keep the golden mean (not to overdo) and be humble so as to benefit both yourself and others.

(10) 旁觀弈棋，勿插口插手，免招是非。

Onlookers should not interrupt, intermeddle or interfere with players to avoid quarrels.

11. 大宇宙棋勝者十品級
10 Ranks of Great Cosmic Chess Victors

大宇宙棋比賽得勝者，除可得獎金／獎品外，並得下列品（級）分：

G. C. Chess Matches Victors, besides winning prizes/ medals, are also awarded the following rank-marks:

比 賽 Matches	奧林匹克賽 ／ 世界賽 Olympics/World Matches			聯 賽 Joint Matches			本 地 賽 Local Matches		
名次 Winner Position	第 1 1st	第 2 2nd	第 3 3rd	1	2	3	1	2	3
得分 Marks	1000	300	100	10	7	5	3	2	1

大宇宙棋比賽得勝者以品（級）分累計，分為 10 品級：

G. C. Chess Matches Victors are divided into 10 ranks by total rank-marks:

品級 Rank	總 分 Total Marks	尊 稱 Honoured Title	配戴領帶 ／ 腰帶顏色 Colour of Necktie / waistband
1	6000 以上 or more	棋仙 Chess Angel	金 Gold
2	4000 — 5999	棋聖 Chess Saint	銀 Silver
3	2000 — 3999	棋君 Chess Lord	白 White
4	1000 — 1999	棋王 Chess King	紅 Red
5	900 — 999	棋龍 Chess Dragon	橙 Orange
6	300 — 899	棋帥 Chess Marshal	黃 Yellow
7	100 — 299	棋將 Chess General	綠 Green
8	10 — 99	棋長 Chess Master	藍 Blue
9	5 — 9	棋官 Chess Minister	紫 Purple
10	1 — 4	棋英 Chess Elite	棕 Brown

12. 大宇宙棋（總）會會章

Rules of <u>G</u>reat <u>C</u>osmic <u>C</u>hess <u>U</u>nion (Headquarters). (GCCU Rules)

1. 名稱： 大宇宙棋（總）會（或.........國／城大宇宙棋總會，.........大宇宙棋會，.........分會）

   Name: Great Cosmic Chess Union (Headquarters), (or ....State/City Great Cosmic Chess Union Headquarters, ...Great Cosmic Chess Union, ...Branch Union).

2. 宗旨：
   (1) 推廣及發展大宇宙棋技藝。
   (2) 舉辦大宇宙棋奧林匹克賽（世界賽）及其他比賽。
   (3) 促進各地文化交流，民眾互利，以助致世界和平，世界大同；參與慈善及公益事誼。

   Object:
   (1) To promote and develop the art of Great Cosmic Chess .
   (2) To hold Great Cosmic Chess Olympics (World Matches) and other matches.
   (3) To progress international, cultural and reciprocal benefits to help forward world peace and unity; participate in charity affairs and matters for the public good.

3. 會址 Address（暫時 Temporary）

香港	20/F, Flat A
洛克道 237 號	237, Lockhart Road
廿一樓 A 座	Hong Kong

4. 會員 Members

   品德良好，喜弈宙棋，不分職業、學歷，男女老少，均可申請為會員。

   Males or females of good conduct, fond of playing G. C. Chess, regardless of age, occupation and education, may apply for membership.

5. 組織　Organisation

I. 會員分類　Divisions of Members

（以下會費只暫定　The following fees are temporary only）

(1) 永遠榮譽會長　Permanent Honorable President

會費 5 萬（港）元或以上（可另捐助）

Membership Fee : HK$ 50,000 or more (plus extra donation)

（宙棋會創辦人，免交此費，均成為永遠榮譽會長，棋會並誠請德高望重人士，免費加入為永遠榮譽會長）

(G. C. Chess Union founders become Permanent Honorable Presidents without paying this fee. The Union also sincerely invites V.I.P. to join and become Permanent Honorable Presidents without paying this fee)

(2) 永遠榮譽總理　Permanent Honorable Patron

會費 Membership Fee:　港幣 HK$ 20,000–50,000

(3) 永遠榮譽會董　Permanent Honorable Director

會費 Membership Fee:　港幣 HK$ 10,000–20,000

(4) 永遠榮譽顧問　Permanent Honorable Consultant

會費 Membership Fee:　港幣 HK$ 5,000–10,000

(5) 永遠會員　Permanent (Life) Member

會費 Membership Fee:　港幣 HK$ 2,000–5,000

(6) 普通會員　Ordinary Member

會費 Membership Fee:　每年港幣 HK$ 200 / annum

(7) 少年會員（18 歲以下）Youth Member (Age under 18)

會費 Membership Fee:　每年港幣 HK$ 100 / annum

II. 執行委員（會）　Executives (Executive Committee)

(i) 12 位永遠名譽保證人　12 Permanent Honorary Sponsors:

大宇宙棋會創辦人或其代理人，世襲或授權，永不停斷。

Founders of Grest Cosmic Chess Union or their agents, with perpetual, unbroken heritability or authorization.

如有名譽保證人因世襲或授權中斷而出缺，其他名譽保證人開會投票，另選他人代其位。。

If vacancy arises, due to broken heritability or authorization of any Honorary Sponsor, others hold a meeting to cast votes to select a person to fill the vacancy.

(ii) 24位永遠會員（即除普通及少年會員外），每4年1次由會員大會選出。

24 Permanent Members (i.e. except Ordinary and Youth Members) are selected once every 4 years in the General meeting.

(iii) 上述36（即12+24）人互選（或輪流）為下列委員，集體負責一切會務:

The above 36 (i.e. 12+24) persons select among themselves (or alternately become) the following executives to take charge of the Union affairs collectively:

(人 person)

(1)	名譽主席	Honorary Chairperson	1
	副名譽主席	Vice Honorary Chairperson	2
(2)	名譽秘書長	Honorary Secretary	1
	副名譽秘書長	Vice Honorary Secretary	2
(3)	名譽財（政）長	Honorary Financier	1
	副名譽財（政）長	Vice Honorary Financier	2
(4)	名譽宣傳長	Honorary Propagandist	1
	副名譽宣傳長	Vice Honorary Propagandist	2
(5)	名譽組織長	Honorary Organiser	1
	副名譽組織長	Vice Honorary Organiser	2
(6)	名譽公關長	Honorary Public Relation Chief	1
	副名譽公關長	Vice Honorary Public Relation Chief	2
(7)	名譽教化長	Honorary Cultures Chief	1
	副名譽教化長	Vice Honorary Cultures Chief	2

(8)	名譽文藝長	Honorary Arts Chief	1
	副名譽文藝長	Vice Honorary Arts Chief	2
(9)	名譽科技長	Honorary Science Chief	1
	副名譽科技長	Vice Honorary Science Chief	2
(10)	名譽賽事長	Honorary Match Chief	1
	副名譽賽事長	Vice Honorary Match Chief	2
(11)	名譽出版長	Honorary Publisher	1
	副名譽出版長	Vice Honorary Publisher	2
(12)	名譽總務長	Honorary Co-ordinator	1
	副名譽總務長	Vice Honorary Co-ordinator	2

6. 會議 Meetings

(1) 會員大會每 4 年舉行 1 次，由執行委員會主理。

General Meeting is held quadrennially under the direction of the Executive Committee

(i) 選出下屆執行委員 24 人（任期 4 年）

To select 24 executives of the next Executive Committee whose tenure of office is 4 years.

(ii) 議決及通過重大議案（財政報告，發展計劃.........）

To pass and adopt important resolutions (financial report, plans for development.........)

(2) 執行委員會每月最少開會 1 次。

Meeting of the Executive Committee is held at least once a month.

(3) 如有半數或以上之執行委員或會員提出要求，上述二種會議得隨時召開。

If 50% or more of the Executives or members propose to hold the above-mentioned meetings, they should be held accordingly.

7. 投票 Suffrage

以不記名法投票，會員（除少年會員外）每人一票（如贊成與反對票相等，名譽主席可多投一票）。

Members (except Youth Members) are to vote by secret ballots, each to cast 1 vote. (In case of equal opposing votes, the Honorary Chairperson may cast 1 more vote.)

8. 棋賽　Chess Matches

(1) 大宇宙棋奧林匹克賽（世界賽），每4年舉辦1次，由世界各地大宇宙棋會代表開會選出主辦者。

Great Cosmic Chess Olympics (World Matches) are held once every 4 years. The organiser is selected by a meeting of delegates from all G. C. Chess Unions in the world.

(2) 聯賽每2（3或4）年與其他國家／城市輪流舉辦1次。

Joint Matches are organised alternately by countries/cities once every 2 (3 or 4) years.

(3) 本地賽每（或2）年舉辦1次。

Local Matches are held annually or biennially.

9. 資金　Capital

(1) 來源　Sources

(i) 出版書刊（例：大宇宙棋金典，期刊.........）所賺。

Gains from publishing books / periodicals. (e.g. Great Cosmic Chess Golden Book ....)

(ii) 會員會費，年捐，募捐.........等

Membership fees, subscriptions, donations received ....

(iii) 投資所賺。

Gains from investments.

(2) 投資　Investments

作有利投資以增長資金（包括設大宇宙棋製造廠.........）。

Make profitable investments to make capital grow (including setting up G. C. Chess manufacturing factories ....)

(3) 運用　Uses

由執行委員會開會決定，支票須由正副主席，正副財長，正副秘書長中任何 3 人聯署才生效。

To be decided by the Executive Committee. Cheques are signed jointly by any 3 of Honorary Chairperson, Financier, Secretary and their vice-counterparts.

10. 大宇宙（棋）基金　Great Cosmic (Chess) Fund

每年經執行委員會議決，由該年收入中撥一部份（10% 或以上），成立大宇宙（棋）基金，以作獎金、獎品、獎助學金、教育、文化資金、賑災、救貧.........或其他獎勵、資助、慈善、公益.........用途。

Each year, the Executive Committee sets aside part (10% or more) of the annual income to build up the Great Cosmic (Chess) Fund for prizes, scholarships, educational and cultural grants, relief funds for calamity, poverty .... other charity uses.

11. 分會　Branch Unions

總會，各國／地總會可於適當地區設立分會，分會會章應與總會會章一致，各會成立後，於30天內通知大宇宙棋總會，以便聯絡，互通信息。

The Union Headquarters and State/City Union Headquarters may set up branch unions in suitable places. Rules of branch unions should accord with those of the Headquarters. After formally set up, every union should inform the Great Cosmic Chess Union Headquarters within 30 days so as to facilitate later mutual communication.

12. 修改會章　Amendment of Union Rules

修改會章須有 75% 或以上全體會員投票贊成。

Unions Rules may be amended if 75% or more of all members cast their votes to support.

附註　Note:

第 1 屆大宇宙棋奧林匹克賽將於 2001 年 7/8 月由大宇宙棋總會於香港舉辦，通訊處如下:

香港洛克道 237 號
廿一樓 A 座

The First G. C. Chess Olympics will be held in July / August, 2001 in Hong Kong, organised by the Great Cosmic Chess Union Headquarters whose correspondence address is as follows:

237 Lockhart Road
20 / F, Flat A
Hong Kong

世界各地（國／城）大宇宙棋會須於2000年或以前成立（或各地象棋會／棋會增設大宇宙棋部門），舉辦當地大宇宙棋比賽，選出棋手參加2001年第 1 屆大宇宙棋奧林匹克賽。

G. C. Chess Unions should be set up in or before 2000 (or other chess associations, clubs set up G. C. Chess branches) in states/cities to hold local matches to select players to take part in the First G. C. Chess Olympics in 2001.

13. 大宇宙棋比賽規則
Great Cosmic Chess Match Rules

1. 大宇宙棋會成立比賽委員會及裁判（棋證）委員會以辦理比賽事誼，並公佈比賽細則（地點、日期、賽項、獎項.........）。
   The Great Cosmic Chess Union sets up a Match Committee and a Judge (Umpire) Committee to conduct the matches and announce the details of the matches (place, date, match divisions, prizes ....).
2. 比賽棋子須用符號，紅及黑（或藍或綠）兩色，棋盤、棋子，大小全部相同，以求公平（例:棋盤橫或縱線相距3.5公分，棋子直徑2公分）。
   Chesspieces must be in symbols, coloured red and black (or blue or green). All chessboards and pieces must be identical in size to ensure fairness (e.g. rows or files in chessboards are 3.5 cm apart, pieces are 2 cm in diameter).
3. 計分：　勝者2分，和1分，負零分。
   Score:　Victor 2 marks (points), Drawn Game 1, Loser 0.
4. 初賽用淘汰賽
   (i) 1局決勝負（報名先者即編號小者執黑棋先行），和棋則再賽，或計所餘棋子總兑換值（第214頁）以決勝負。

或 (ii) 3局2勝（輪流先行），如1勝1和1負，再賽至定出勝負。

Preliminary Competition. By knockout (elimination) contest:

(i) decided by 1 game (Player having smaller number of registration, i.e. registered earlier, starts first with black pieces). If game is drawn, another is played or compare the total exchange values (P. 214) of pieces left to decide on victory/defeat.

or (ii) decide by winning 2 games out of 3, starting first alternately, or playing more game(s) until the victor is decided.

如人太多，以報名次序分成多組（每組8或16, 32, ...人），每組在大會督導下，各自辦理賽事，選出2或4人進入複賽。

If too many players register to take part, they will be grouped in order of registration numbers (8 or 16, 32, ... persons per group). Each group, under the direction of the Match Committee, hold matches to select 2 or 4 victors to take part in the 2nd Round Competition.

5. 複賽（2 輪， 3 輪賽或半準決賽，準決賽等）

   用淘汰賽直至選出適當人數（例:10-20）入決賽。

   2nd, 3rd Round, Quarter-final, Semi-final, etc.

   By knock-out contests until a suitable number (e.g. 10-20) of victors are selected to enter the final competition.

6. 決賽

   用循環賽，以積分定名次，同分則每負局減 1 分或每次技術犯規減 1 分，再計。

   Final (Round) Competition

   By Rotatory Contests. Championship is decided by summation of marks. In case of equal marks, 1 mark is deducted for each game lost or each technical mistake made.

7. 個人最多只准參加3項個人賽事，團體可派3人參加每項團體賽，個人賽加團體賽則每人最多只准共參加 5 項。

   An individual may take part in 3 or less of the individual matches. A team (e. g. state/city) may select 3 persons to take part in every team match. A person may take part in a total of 5 matches (individual plus team matches).

8. 遲到 10 分鐘或棄權，均作負。

   A late comer, too late by 10 minutes, or a renouncer is judged to be a loser.

9. 每局由棋證開鐘計時，每着不得超過1分鐘，如3次超時或1次超時太長，棋證可判作負。（每次超時，棋證豎手指警告）。

   A game begins when the Judge starts a clock (to time the game). A move must be finished within 1 minute. Violating this 3 times or using too long a time to make a move will be judged to be the loser. If a move exceeds 1 minute, the Judge will give warning by showing finger(s).

10. 開賽後，中途不准離開，否則作負。

Once a game begins, no one is allowed to leave until the game ends. Violating this will be judged to be a loser.

11. 每局比賽，即日完結，不得封棋，拖至他日。

Each game must finish by the end of the day without being put off to the other day.

12. 觸子須行（須行或吃去所觸棋子），落子不改（移棋至新點，雖未離手，亦不准再改）。技術犯規（如棋子不能依棋規行走.........）由棋證記錄，作將來評分用。

A touched piece must be moved (or removed if a foe piece). A piece moved to a new point must not be changed (to another point). Any technical mistake (e.g. a move violating the Moving Rules) is recorded by the Judge to decide on the championship.

13. 棋手須遵守宙棋智信仁勇嚴五大美德，勿犯規、讓分，或雙方蓄意媾和，否則，取消參賽資格，即時或甚至為期 5 年。

Players must conform to the 5 great virtues of Wisdom, Sincerity, Humanity, Courage and Strictness, prescribed by G. C. Chess, not to violate rules, not to make games drawn purposely to give marks to others, otherwise, they will be prohibited from participating in matches immediately or even for 5 years.

14. 棋證有權判決犯錯、犯規、和棋.........或其他疑惑問題。

A Judge has the right to decide on mistake, violation of rules, game drawn .... and the like.

15. 如有重大問題／爭論，由裁判（棋證）委員會開會決定。

The Judge (Umpire) Committee is empowered to decide on all specially important affairs (dispute ....). Its decision is final.

14. 結　　語
Epilogue

作者願望　The Author hope that

1. **大宇宙棋**比其他棋類多變局多變化，因而得人喜好，風行全球，成為人類一種優良娛樂技藝，**裨益全世界**。

   As **Great Cosmic Chess** has more varied games and more varied playing modes than others, people like playing it to make it prevail throughout our Earth to become the human excellent recreational and technical art and **benefit the Whole World.**

2. 世界各地盡快成立當地大宇宙棋棋會（大宇宙棋總會設於香港）；各棋會互通訊息，共同努力，推廣及發展大宇宙棋棋藝。

   Great Cosmic Chess Unions/Clubs will be set up as soon as possible in cities/states all over the world (the G. C. Chess Union Headquarters set up in Hong Kong) to communicate with each other to promote and develop the art of G. C. Chess unanimously.

3. 各棋會每年（或每二年）舉辦一次當地大宇宙棋比賽。

   G. C. C. unions hold local matches annually or biennially.

4. 各地宙棋會每 2（3 或 4）年一次輪流舉辦鄰近地區聯賽。

   Joint Matches are organised alternately by nearby cities/states G. C. C. Unions once every 2 (3 or 4) years.

5. 大宇宙棋奧林匹克賽（世界賽），每 4 年 1 次輪流在世界各地舉行（首屆 2001 年於香港舉辦），以**促進各地旅遊事業，文化交流，民眾互利，助致世界和平，世界大同**。

   Great Cosmic Chess Olympics (World Matches) are held alternately in different cities/states once every 4 years (the first G. C. C. Olympics to be held in Hong Kong in 2001) to **progress international, cultural and reciprocal benefits and tourism to help forward world peace and unity.**

6. 小學四、五、六年級，中學一及二年級學生每週上一堂棋藝課，如上音樂、美術或體育堂，(琴、棋、書、畫四大藝術，不應獨棄棋藝)，以提高(學生)上學興趣，啟發心智，陶冶德性，培養優良嗜好，積極進取之人生觀，公平競爭之概念，減少習染不良嗜好，悲觀消極，誤入歧途之機會，(歐美國家很多已把棋藝列為**學校課程**，忽視棋藝之國家，實難免對國民全面教育有失責之嫌）。

   Primary 4, 5, 6, Form (Middle) 1 and 2 students are taught the art of chess, 1 period per week, like music, painting or physical training, (of the 4 great arts: music, chess, caligraphy and painting, chess should not be solely discarded), to arouse (their) interests of going to schools, enlighten the mind and intellect, foster virtues and an excellent hobby, nourish the positive spirit of endeavouring to succeed and the concept of fair competition, so as to lessen the chance of getting into bad hobbies, becoming negatively pessimistic or going astray. (Many European and American countries prescribe chess a **school curriculum**. Those that neglect the art of chess are inevitably regarded as neglecting the sound education of their citizens.)

7. 各大酒店、酒樓、茶樓、飯店、社團、俱樂部、機構、集團.........等，於附設之娛樂、康樂部門，兼提供大宇宙棋棋藝娛樂給顧客，會員／職工.........以培養健康身心及積極求成之精神。

   Hotels, restaurants, tea-houses, societies, clubs, holdings, companies/ organisations include Great Cosmic Chess in the healthy recreational facilities provided to customers, members, staff .... to foster strengthening their bodies, mind and positive spirit of endeavouring to succeed.

15. 附　　錄
Appendixes

I　大宇宙棋**對聯／辭詞**
Parallel Sentences/Phrases about G. C. Chess

1. 弈宙棋養成智信仁勇嚴；練心身獲致康樂敏福壽。
   Playing Great Cosmic Chess rears Wisdom, Sincerity, Humanity, Courage and Strictness.
   Training mind-body attains Healthiness, Happiness, Aptness, Felicity and Longevity.
2. 以對弈化解武鬥；讓棋盤取代戰場。
   Transmute armed combat into chess-playing.
   Replace battlefield with chessboard.
3. 消除禍端於未萌；福裨世人於無形。
   Erase misfortune before its formation.
   Benefit mankind without any sign.
4. **宇宙**運行，天像**棋**盤星似子；**賽事**進展，熱比**聖**火術如**神**。
   The **Cosmos** motions : the sky is likened to the chessboard and the stars, to chesspieces.
   The **Matches** progress : the enthusiasm is compared to the **Sacred** Fire and the art, to **Angels**.
5. 寓教育於娛樂；貯福善於心身。
   Effect education by recreation.　　Store felicity in mind-body.
6. 主領官兵；帥用元計。（主帥官兵用元計 7 類棋子）
   Leader Leads Bishops, Pawns.
   Marshals Utilitise Dollars, Tactics. (Ⓛ, ◬, ⊡, Ⓟ, Ⓤ, ◎, ⊕)
7. 主帥用奇計；官兵建元勳。
   Leader, Marshals, Utilise surprise Tactics.
   Bishops, Pawns achieve Dollar (unitary) deeds.
8. 主官用計爭勝負；元帥將兵決雌雄。
   Leader, Bishops Utilise Tactics to vie for victory.
   Dollar (Unitary) Marshals dispatch Pawns to battle for gain.

9. 主仁帥智將信官嚴；兵勇用精元充計全。
(The) Leader (Ⓛ) is benevolent; Marshals (◬), wise;
Admiral (◬), sincere; Bishops (⊡), strict; Pawns (Ⓟ), courageous;
Utilities (Ⓤ), refined; Dollars (◎), abundant; Tactics (⊕), perfect.

10. 明主拜帥任將選仕；義兵造用備元設計。
The sagacious Leader appoints Marshal, Admiral and Officers/Bishops.
The righteous Pawns prepare Utilities, Dollars and Tactics.

II 符號／簡寫表
List of Symbols / Abbreviations

Ⓛ :主 Leader

◬ :帥／將 Marshal/Admiral

Ⓟ :兵 Pawn

⊡ :官／仕 Bishop

Ⓤ :用 Utility

◎ :元 Dollar

⊕ :計 Tactics

– :行至 moves to

／ :或 or

& :及 and

= :和棋 Game drawn

II :欠行 immobilised

>/V :勝 beat, victorious

</Λ :負於 beaten (by)

∵ :因為 because

∴ :因此 hence

X :吃去 captures/removes

XX :互殺，均被吃去 both are removed

W :警告／告／捉主 Warning / check / will capture Leader

S :南國／南方（先行） South State / South side (moves first)

N :北國／北方（後行） North State / North side (moves next)

B :黑（藍／綠）棋（先行） Black (Blue/Green) piece (moves first) e.g. Ⓛ

R :紅棋（後行） Red piece (moves next) e.g. Ⓛ

(5) ◬12-3•4, ◎8•9-67 ： 第 5 輪行棋 5th round of moves.

1, 3, 8, 6 ： 左向右看之數字 seen from left to right.

2, 4, 9, 7 ： 下向上看之數字 seen from bottom to top.

• ： 有 1 點者是奇點 a dot means indirect point.

◬ ： 左半邊指黑棋 Left half means Black piece.

◎ ： 右半邊指紅棋 Right half means Red piece.

III　弈法速記／備忘
Quick Reminder of Playing Rules

棋 子: 橫、縱或斜行 Pieces: Horizontal, Vertical or Diagonal Move	(1). 正弈法： 只用正點（位） Direct Playing Mode: in Dp only	(2). 奇弈法： 只用奇點（格） Indirect Playing Mode: in Ip only
Ⓛ	1 位　Dp	1 格　Ip
⊡	1-2 位　Dp	1-2 格　Ip
◬／◎	1–– 無限 unlimited	

◎ : 又可跳越1子前行•只能隔1子吃敵子。
also jumps over 1 piece to go on, captures 2nd nearest piece only.

Ⓟ　(1)　己區或邊區　：直進1位／格，不退、不橫行、不斜行。
Own side or border　:　only up 1 Dp / Ip, no other move.

(2)　敵區:與 “Ⓛ” 相同，但不得退回己區或邊區。
Foe side: same as “Ⓛ” but cannot return to own side or border.

(3)　至敵底線／格，升級為官 “⊡” 。
Promoted to Bishop “⊡” if reaches foe bottom Dp/Ip.

Ⓤ　(i)　縱或橫行 1 至無限位／格；
move vertically or horizontally 1 to unlimited Dp / Ip;

或 or (ii)　斜 1 位／格加縱或橫行 0 至無限位／格。
diagonally 1 Dp / Ip plus horizontally / vertically 0 to unlimited.

⊕　行日或目對角位／格；行前 1 位／格有棋，就不能行。
move across 日／目 opposite corner Dp / Ip, stopped by 1 piece in immediate moving front Dp/Ip.

(3). 奇正合弈法 D•I Joint PM: (1) & (2)
(4). 奇正線弈法 D•I Line PM: (1) & 斜行奇點 diagonal Ip moves
(5). 奇正休弈法 D•I Rest PM: (1) & 斜行最近點 nearest diagonal Ip

各棋均沿斜線進出最近空格（休點）或空位，格中棋不吃敵棋，不被敵吃（Ⓛ 可被吃），不阻擋其他棋（棋子可跳越格中棋）。 ⊕ 可沿斜線跳越 1 格如格有棋。

All pieces enter or leave nearest empty Ip (Rp) or empty Dp along diagonals. Pieces in Rp cannot capture or block others, not be captured (Ⓛ can be captured). ⊕ can jump over 1 occupied Rp along diagonal.

佈九陣弈法 9 Arrays Playing Mode

(1). 夾陣： 棋子被 2 同類敵子所夾，成直線。
Doubled Array: A piece interposed between 2 foe pieces of the same kind, forming a straight line.

(2). 三角陣： (△), (△), Ⓤ, Ⓤ 中任何 3 棋排成三角形。
Triangle Array: any 3 of (△), (△), Ⓤ, Ⓤ form a triangle.

(3). 多邊形陣： X , Y 相間排成 4, 5........9 或 10 邊形
Polygon Array: X , Y alternately arranged to form 4, 5, ... 9 or 10 sided figure.

(X : Ⓛ ／ (△) ／ (□) ／ Ⓟ • Y : Ⓤ ／ ◎ ／ ⊕)

IV 對弈速記表
Shorthand Table for Playing G. C. Chess

輪 ROUND	黑 Black				紅 Red			
	由 From		至 To		由 From		至 To	
	正點 Dp	奇點 Ip	正點 Dp	奇點 Ip	正點 Dp	奇點 Ip	正點 Dp	奇點 Ip
1 2 3 4 • • •								

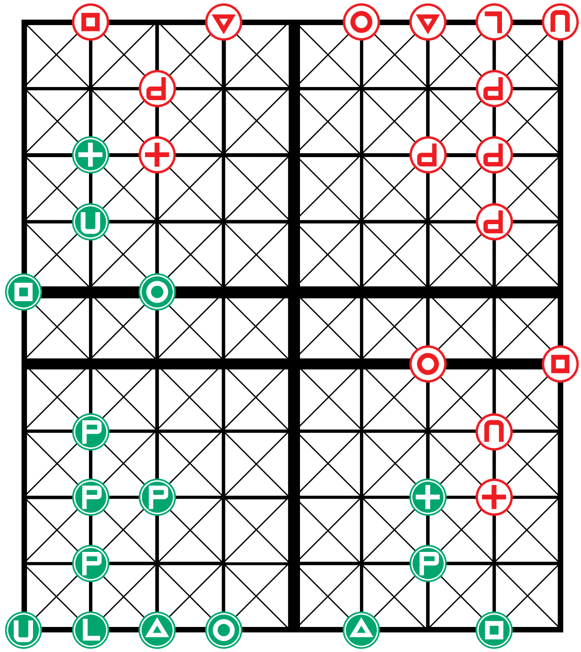
正局

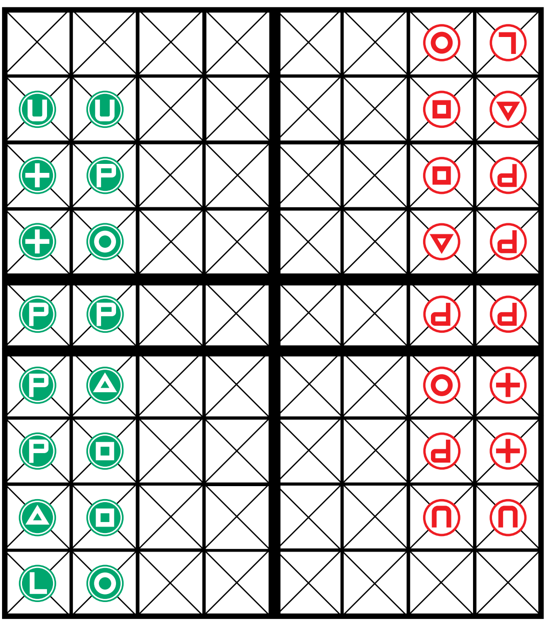
人上人形局

DIRECT GAME

人上人

SHAPED GAME





奇局

縱長方形局

INDIRECT GAME

VERTICAL

RECTANGLE

SHAPED GAME

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